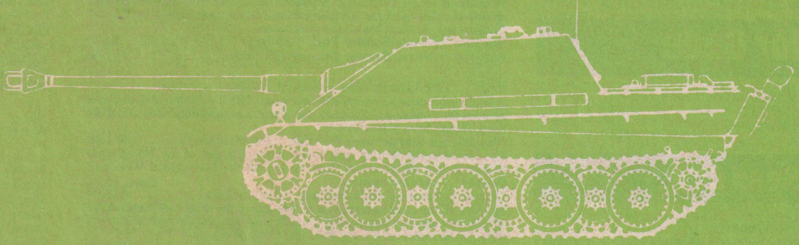
MILITARY SIMULATIONS PTY. LTD.



MAIL ORDER CATALOG

Autumn 2000

MILITARY SIMULATIONS
134 Cochranes Rd, Moorabbin
PO Box 1164 Moorabbin Vic 3189
Phone 03 9555 8886 Fax 03 9553 3339
Email Address: sales@milsims.com.au
Web Site: www.milsims.com.au

CATALOG CONTENTS

Trading Card Games 2
- Babylon 5 CCG 2
- Legend of the Five Rings 3
- Magic the Gathering 3

Roleplaying Games 6
- 7th Sea 6
- Big Eyes, Small Mouth 6
- Call of Cthulhu 7
- AD&D 9
- AD&D Forgotten Realms 10
- AD&D Dragonlance 12
- GURPS 14
- Legend of the Five Rings 16
- Mage 16
- Mechwarrior 17
- Palladium 18
- Rifts 18
- Rolemaster 19
- ShadowRun 19
- Star Trek 20
- Trinity 21
- Vampire: the Masquerade 21
- Werewolf: the Apocalypse 23

Computer Games 24
Mail Order Form 31
Magazine & New Item Subscriptions 32
Crazy Specials 33
Historical Reference Books 35
Babylon 5 and Star Trek Videos 36
Wargames 38
- Ancient Era 38
- Napoleonic Era 38
- American Civil War 39
- World War Two 40
- Advanced Squad Leader 40
- Critical Hit (ASL) 40
- Eastern Front 41

General Boardgames 42
Cheapass Games 43
Science Fiction Boardgames 43
- BattleTech 43
- Other Science Fiction Boardgames 44

Fantasy Boardgames 44
K & M Model Trees 45
Scenery For Miniatures 46
- Armorcast's Terraform 46
- Geo-Hex 47
- Miniature World Maker 47
- Twenty First Century Games 47

Miniatures & Miniatures' Rules 48
- Ancients (DBM) 48
- Chariot Miniatures 48
- 18th & 19th Century 49
- 19th Century 50
- World War 2 & Modern 51
- Fantasy 51
- Chronopia 52
- Harlequin Miniatures 52
- Legend of the Five Rings - Clan War 53
- Ral Partha 54
- Reaper Miniatures 55
- Mordheim 56
- Warhammer Fantasy 57
- Science Fiction 58
- Babylon 5 Wars 58
- BattleTech 59
- Doctor Who, by Harlequin 60
- Full Thrust 60
- VOR: the Maelstrom 62
- Warhammer 40,000 62

Paints & Accessories, Dice 63

Prices in this catalog are subject to change without prior notice.

Necromunda Special

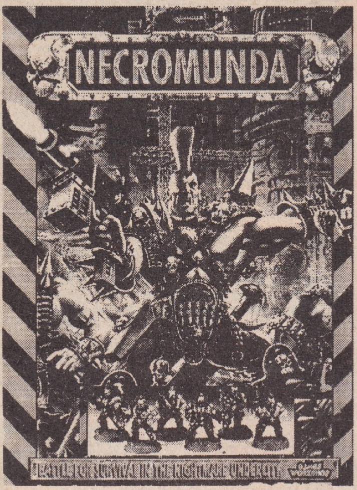
Originally $141.00 **Now $79.00**

Necromunda Rulebook The limited edition, hardcover rulebook for this exciting miniatures game. It is set on the planet Necromunda, an inhospitable world of toxic pollutant wastes and burning clouds of acid. Its people live in huge sealed cities called hives - layer upon layer of ancient buildings, from the decayed and crumbling Underhive, through the manufacturing areas of the Hive City up to the Glittering spires inhabited by the wealthy nobility. In the nightmare Undercity players control gangs of fighters prepared to battle it out amongst a 3-D landscape of ruined buildings, gantries, and walkways. You'll soon learn how to arm and equip your gang efficiently, and how to exploit the ruins and other terrain to your best advantage. The complete rules cover all ten gangs, combat rules, the armory, campaigns, tales from the Underhive, rules for playing scavvies, cultists, & aliens; outlaws, & bounty hunters, scum, wyrds, and others for hire! 312 pages. Normally $70.00 Special $40.00

Battles in the Underhive 96 page full color book which is a compilation of some of the most sought-after Necromunda articles from the pages of White Dwarf magazine and the Citadel Journal. Also has new Event cards and rules for them; how to play the Adeptus Arbites; a new scenario; fighting in low-light conditions; creating a scenario based round a single mutant monstrosity, a creature so powerful that it can take on a whole gang! (the mission plays like a horror movie.) etc. Normally $35.00 Special $20.00

CIT978458 Orlock Gang Normally $18.00 Special $11.00
Contains six multipose plastic figures with a variety of weapons.

CIT978410 Goliath Gang Normally $18.00 Special $11.00
Six multipose plastic figures, variety of weapons. Picture to the right...

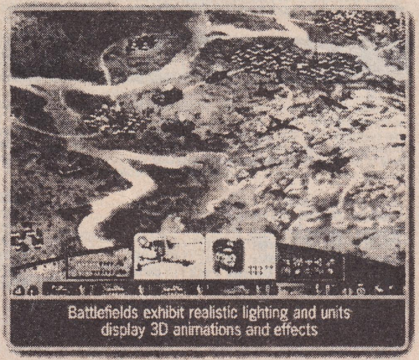


Note that if you order **The Complete Necromunda Special**, which is $79.00, we will send you one of each of the above four items, which is all you need to begin playing the game, plus some scenery, which would be easy to make with bits of cardboard, empty tins, rules for gangways, etc. Also, the Hobby Products Miniatures that we have pictured on page 60, at around 50c a figure! would also be more than suitable in making your own 'gangs' for your own 'hiveworld'.

Panzer General 3D Assault

Normally $50.00 **Now $40.00**

A realistic look-and-feel unprecedented in strategy gaming. Position weapons and troops on an all new 3D battlefield which exhibits realistic lightning and weather effects. Also has a new, simple and addictive game system. Features include: new leader based game system lets you assign leaders to units based on their special skills and experience; new action combat system allows leaders to give multiple commands each turn; eight campaigns in World War Two's Western Front, including North Africa; over 20 single and multi-player scenarios; 20 special leader abilities, etc. *IBM Requires: Windows '95, Pen II 233, 8bm3Dcard, 64mbRAM, 8spCD.*



Battlefields exhibit realistic lighting and units display 3D animations and effects

28 Years of Service

Since Mil Sims was established in 1973, it has been efficiently & reliably servicing gamers throughout Australia. Orders are processed and shipped within 24 hours, except Eureka, FX & Miniature World Maker orders, which may take 1-2 weeks. Items out of stock at the time of ordering will be placed on back-order and sent to the customer as soon as they are available again - at no extra cost for postage. Note that there may be slight delays in despatching orders in the first two weeks following a new catalog mailing.

The Show Room

Our well stocked showroom includes over 1,200 miniatures on display plus a huge range of wargames and roleplaying material. Customers are welcome to visit us, & gaming club members are entitled to a discount (with proof of membership). The showroom is open from 9.00am to 4.30pm Monday to Friday, and from 9.30am to 1.00pm on every Saturday.

Gift Vouchers

We now offer Gift Vouchers. Just send us the money to the value of the voucher that you require, and we will send back the voucher to you.

Mid Year Warehouse Sale

We are having our grand end of year warehouse sale on Saturday, June 24th, from 8.30am - 12.00pm. Address is 14/136 Cochranes Road, Moorabbin. It's in the warehouse behind Mil Sims.

Credit Card Phone Orders Welcome

☎ Ring us between 8.30am and 4.30pm any weekday, tell us what you would like to order, and we'll tell you right there and then if it is in stock.

☎ If it is, quote your Bankcard/Mastercard/VISAcard number and we'll get your order off to you in 24 hours.

Ansett Express Delivery

If you pay extra to have your order sent via Ansett or Express Post, orders to major cities will be delivered on the next working day. Delivery to country locations usually takes two working days. The charge is an extra $5.00. Ansett cannot be delivered to PO Boxes or Mail Service addresses. All other orders will continue to be sent via our usual prompt courier or postal service.

Enquiries

Our phone service operates from 8.30am to 4.30pm Monday to Friday. Queries regarding new releases, prices, stock availability, or order status are welcome.

Second Hand Games

Tired of those un-used games lying around the house? Take advantage of our 2nd hand service. Send us a list or bring them into the showroom, and our staff will make you a reasonable offer for any title *we are interested in*. We will give you credit vouchers or stock to the value of our offer. Ask us for a list of the 2nd hand games we have in stock.

Collectible Trading Card Games

Color Code

🟥 New Item Now Available and in Stock

🟩 New Item Not Yet Released

7th Seas CCG

AEG 7th Sea CCG – No Quarter

A game of high seas adventure in which you choose a Captain & a ship. You hand pick a hardy crew that will complement your Captain's skills, allowing you to go on adventures for plunder & experience. You can either hire a good trustworthy crew or you can hire a pack of mutinous dogs, who work cheaper, but could turn on you. 7th Sea CTCG features an innovative dueling system that allows you to select from different attacks & defenses, creating a cinematic swashbuckling feel as the two duelists slash & thrust at one another until someone lies deadin a pool of his own blood.
7th Sea No Quarter Starter Deck 65 cards + rules $18.00
There are six different styles of starter decks, as follows. You can specify the one you want, but we will supply another at random if that one is not in an opened display: *Sea Dogs:* the Black Dawn is the most fortunate pirate ship on the Seven Seas; *Brotherhood of the Coast:* this used to be an island prison, but now the inmates are free and are forming their own nation; *The General, (Montaigne):* when there are pirates, there are also those who hunt them; *Explorer's Society:* Guy McCormick & his ship seek out the secrets of the race that build those mysterious ruins; *Crimson Rogers* is sailing the southern seas and raiding shiops with bloodthirsty zeal; *The Armada* is now being slowly rebuilt in Castille, and seeks revenge.
7th Sea No Quarter Starter Deck Display 12 decks $190.00
7th Sea No Quarter Booster Pack 15 cards $7.95
7th Sea No Quarter Booster Pack Display 36 packs $250.00

7th Sea Broadsides Starter Deck 65 cards + rules *January*.......$18.00
Broadsides is the new basic edition. Obviously updated from NoQuarter, but I'll give more details later. Probably 6 different decks, 2 of each.
7th Sea Broadsides Starter Deck Display 12 decks *January*...$190.00
7th Sea Broadsides Booster Pack 15 cards *January*....................$7.95
7th Sea Broadsides Booster Pack Display 36 packs *January* ..$250.00

7th Sea Strange Vistas

The battle for Theah's seas rages on, while beneath the waves, hidden forces draw near, hoping to turn the tide one way or the other. 150 new cards, swordsman schools, more ways to kill opponents.
7th Sea Strange Vistas Starter Deck 65 cards + rules..............$15.00
Two new starter decks. They are: *Gosse's Gentlemen:* the gentleman pirate and his crew have come out of retirement after twenty years. *The Corsairs:* the villanous corsair from the Empire of the Crescent Moon, whose ships are crewed by captives from all over Theah.
7th Sea Strange Vistas Starter Deck Display 12 decks $162.00
7th Sea Strange Vistas Booster Pack 15 cards..............................$5.00
7th Sea Strange Vistas Pack Display 36 packs $160.00

7th Sea Shifting Tides *Due April.*

156 new cards, including new cards for every faction, new victory condition. More details later.
7th Sea Shifting Tides Starter Deck 65 cards + rules...............$15.00
Two new starter decks. They are: *Vesten from Vendel*, they use rune magic and specialize in boarding actions; *Montaigne*, includes a new captain, larger ship, new ally cards.
7th Sea Shifting Tides Starter Deck Display 12 decks $162.00
7th Sea Shifting Tides Booster Pack 15 cards..............................$5.00
7th Sea Shifting Tides Pack Display 36 packs........................$160.00

Aliens Predator CCG

There are three Starter Deck types: Alien, Predator and Marine. Each deck is composed of 40+ fixed cards plus additional Uncommons and Rares. You can play any deck type against any other type. Predator's goal is to collect trophies. The Aliens start the weakest and with very limited numbers…their goal is to infect hosts and grow and consume everyone. The Marine's goals include rescuing civilians, and exterminating hostile alien lifeforms.

Alien Starter Deck (60 cards + rules)...$22.00
Predator Starter Deck (60 cards + rules)......................................$22.00
Marine Starter Deck (60 cards + rules)..$18.00
Aliens Predator Booster Pack (15 cards)...$6.00
Aliens Predator Booster Display (540 cards)..........................$190.00
Aliens Resurrection Booster Pack (15 cards)..................................$5.00
Aliens Resurrection Booster Display (540 cards)..................$162.00

Austin Powers CCG

DEC Austin Powers CCG

From the recent movie. A shagadelic multi-player gaming experience. Each cheeky little Starter Deck contans two 30-card preconstructed decks ready to play. Collect all 140 groovy cards from the movie, showing your favorite characters, scenes and quotes. To win the game you need 100 Mojo if playing 'good' or 100 billion dollars in Ransom if playing 'evil'. For two to six players, but best with four.
Austin Powers Starter Deck 60 cards + rules $16.00
Austin Powers Stqrter Display 12 decks $172.00
Austin Powers Booster Pack 11 cards $4.95
Austin Powers Booster Display 30 packs..................................$133.00

Babylon 5

PRE Babylon 5 Premier (Limited) Edition

By Precedence, based on the very popular syndicated TV series. Each of the four primary races, Nam, Centauri, Human and Minbari are represented by different Starter Decks. They come with 50 fixed cards and 10 random ones, to ensure great play out-of-the box. The set consists of over 440 cards. In essence, B5 is a multi-level game involving politics, intrigue, and ship to ship combat.
Babylon 5 Premier Starter Deck 60 cards, rules, dice.............$17.00
You can choose either Centauri, Earthforce, Minbari, or Nam.
Babylon 5 Starter Display 720 cards $183.00
Babylon 5 Booster Pack 8 cards..$3.75
Babylon 5 Booster Display 192 cards...$81.00

PRE The Shadows Limited Edition

Focuses on the second half of year 2 and all of year 3 Includes cards that represent the awesome destructive capability of Shadow and Vorlon capital ships, as well as various ships in the White Star Fleet. The Shadows **Booster Pack** 12 cards.. $4.95
The Shadows Booster Display 216 cards $81.00

PRE Babylon 5 Deluxe Edition Boosters

We still have limited stocks of Limited Boosters in stock, but these Deluxe Ed Boosters are the "unlimited" boosters. These cards have fully revised and improved versions of the Premier Edition. Some cards signed by Claudia Christianson. Artwork has also been enhanced.
Babylon 5 Deluxe Booster Pack 8 cards. $3.75
Babylon 5 Deluxe Booster Display 192 cards $81.00

PRE The Great War Limited Edition

A whole new expansion with 350 new cards. Has 2 new starter decks, new agendas for Vorlons and Shadows, etc. The rulebook is fully revised and the Starter Decks have Mark counters.
Non-aligned Starter Deck 60 cards, rules, markers.................$11.00
The Non-Aligned Worlds deck caters to playing any of the Non-aligned Worlds during the great war. You control all the Non-aligned Worlds as though they were one empire.
Opposing Factions Deck 60 cards, rules, markers. $11.00
Provides all the cards necessary to retrofit any of the original 4 starter decks so that they can be a homeworld based faction who are opposed to the aims of the ambassadors on B5. Eg, President Clark, Reefa, etc.
Great War Starter Display 360 cards..$60.00
The Great War Booster Pack 10 cards...$5.00
The Great War Booster Display 200 cards...................................$90.00

PRE Psi-Corps Limited Expansion

On the surface, the Corps appears to be simply an arm of Earthgov. In truth, it is already a galactic power in its own right. Now you can lead this uniquely capable faction. This new Limited Expansion adds a new level of conspiracy and intrigue to the B5 CCG. There are 150 new cards.
Psi-Corps Starter Deck 60 cards & rules. $18.00
Every Starter Deck contains the Bester card. 50 cards are fixed, 10 cards are random.
Psi-Corps Starter Display 6 Decks with 360 cards $95.00
Psi-Corps Booster Pack 8 cards..$3.50
Psi-Corps Booster Display 24 Packs with 192 cards $80

PRE Severed Dreams

This new Limited Expansion adds 150 new cards, and focuses on new challenges and threats now that B5 has broken away from Earth Gov, also the threat by Nightwatch, and the disappearance of B4. One pack in every 192 has a signed card by Michael O'Hare & Bill Mummy.
Severed Dreams Booster Pack 8 cards. $3.50
Severed Dreams Booster Display 24 Packs with 192 cards......$80.00

PRE Babylon 5 Collector's Set *Due May?*

12 gold-bordered and foil embossed cards, plus exclusive poster and signed and numbered certificate of authenticity. $80.00

BattleTech

WIZ BattleTech Commander's Edition

Based on FASA's BattleTech boardgame, this trading card game roars to life with armored combat set in the 31st century. Cards feature individual BattleMechs, stars of armored infantry, regular infantry companies, legendary characters, etc! Over 300 cards in the set.
BattleTech Commander's Starter Deck 60 cards, rules, dice..$16.00
This new edition introduces players' favorite factions from the BattleTech universe in eight preconstructed decks. Factions include Steiner, Kurita, Davion, and Comstar for the Innersphere, and the Smoke Jaguar, Ghost Bear, Wolf and Jade Falcon Clans. Each faction has its own strategy card only found in its deck. You can specify which deck you want, but if we've run out of one, we will supply one at random.
BattleTech Commander's Starter Display 480 cards $115.00
BattleTech Commander's Booster Pack 15 cards.......................$4.50
BattleTech Commander's Booster Display 540 cards...........$146.00

Counterstrike Booster Pack 15 cards. $2.75
Counterstrike Booster Display 540 cards. $85.00
New Mechs and legendary personalities to the battlefield, such as Adam Steiner and Ulrich Kerensky, and mechs such as Daishi Prime.
Mercenaries Booster Pack 15 cards...$4.50
Mercenaries Booster Display 540 cards...................................$146.00
The second expansion to *BattleTech* brings Mercenaries to the game.
Mechwarrior Booster Pack 15 cards. $4.50
Mechwarrior Booster Display 540 cards. $146.00
Mighty new mechs including Naginata and Pirahna, new mission and command cards, famous mechwarriors, 100 new cards. Great art.
Arsenal Booster Pack 15 cards. $4.50
Arsenal Booster Display 540 cards. $146.00
Introducing non-Mech ground troops, such as elementals, attack helicopters, tanks, hovercraft. New mechs, new mission cards, etc.
Crusade Booster Pack 15 cards. $4.50
Crusade Booster Display 540 cards. $146.00
The Innersphere sets its sights on the Smoke Jaguar clan. Features new mechs, new personalities, pivotal events from the storyline, and adds a new Clan – the Steel Vipers.

Deadlands: Doomtown

FIV Deadlands: Shootout at High Noon

This product is an ideal way for a new player to get into Deadlands, with easy to follow rulebook. There is one double-deck starter pack:
Laws Dogs vs Blackjacks Pack 2 x 50 card decks, rules. $17.00
Shootout at High Noon Display 6 packs. $92.00

FIV Deadlands: Doomtown (Episodes 1 – 9)

Based on PEG's popular roleplaying game. Players form outfits to seize control of Gammora, a wild, mostly lawless boomtown, that is booming in response to the discovery of a mother-load of ghost rock near by. You'll be working with hucksters, gunslingers, saloon girls, lawmen, villains, undead, and supernatural surprises. Each part has 60 new cards.
Deadlands: Doomtown # 7 Starter Deck 60 cards, rules.........$15.95
The Texas Rangers. The Confederacy's hunters of the supernatural.
Deadlands: Doomtown # 7 Booster Pack 15 cards...................$5.00
Deadlands: Doomtown # 7 Combo Display 6 strs, 24 bstrs...$199.00
Deadlands: Doomtown # 8 Starter Deck 60 cards, rules ... $15.95
The Agency. The Union's division of supernatural demon hunters.
Deadlands: Doomtown # 8 Booster Pack 15 cards $5.00
Deadlands: Doomtown # 8 Combo Display 6 strs, 24 bstrs$199.00
Deadlands: Doomtown # 9 Starter Deck 60 cards, rules.........$15.95
The Flock. A strange prophet calling himself Elijah.
Deadlands: Doomtown # 9 Booster Pack 15 cards...................$5.00
Deadlands: Doomtown # 9 Combo Display 6 strs, 24 bstrs...$199.00

FIV Deadlands: Pine Box

Contains cards from sets 1 thru 9, the *Pine Box Edition* offers five different Starter Decks. If we don't have the one you want, we will supply another at random. They are B*lackjacks/Flock, Maze Rats/Collegium, Sweetrock/Agency, Whateleys/Rangers, Law Dogs/Sioux Union.*
Deadlands: Pine Box Starter Deck 79 cards, rules, chips........$24.00
Deadlands: Pine Box Starter Display 10 decks.....................$240.00
Deadlands: Pine Box Booster Pack 15 cards...............................$5.00
Deadlands: Pine Box Booster Display 26 packs...................$120.00

FIV Deadlands: Mouth of Hell

Contains over 180 new cards and three new outfits, as below:
Mouth of Hell Starter Deck 60 cards, rules.............................$15.00
Law Dogs Sheriff Hunter and his crew hunt the Blackjacks.
Sweetrock Gomorra used to belong to them,.
Collegium Mad scientists.

FIV Deadlands: A Reaping of Souls

They found the mother lode in the heart of Lord Grimely's Manor. But there is something from the depths of Hell inside, waiting to come through. Contains over 180 new cards and three new outfits, as below:
A Reaping of Souls Starter Deck 60 cards, rules.....................$15.00
The Coalition The Rangers and Agency.
The Flock Their delusional efforts now threaten Gomorra's streets.
The Whateleys: Extended Family This clan of inbred sorcerers is ready to take the final step in raisin' their master from Hell's pits.
A Reaping of Souls Starter Display 12 decks.......................$160.00
A Reaping of Souls Booster Pack 15 cards..................................$6.50
A Reaping of Souls Booster Display 45 packs.......................$250.00

FIV Deadlands: Revelations

All that stands in the way of the now-free demon walking the streets of Gomorra are a few battered heroes and a desperate soldier. But the Flock and Whateleys are helping the demon, just to make matters worse! Contains over 180 new cards and three new outfits, as below:
Revelations Starter Deck 60 cards, rules $15.00
Maze Rats Kang and his pirates had their ship sunken by the demon, and now they've crept into town to hunt down and kill the demon.
Sioux War Parth Joseph Eyes-Like-Rain has come back to lead his shattered people in war against the demon now on the loose.
Blackjacks Black Jack Jackson, the best gunman seen in Gomorra, is back with his surviving outlaws, out to hunt down the demon.
Revelations Starter Display 12 decks.....................................$160.00
Revelations Booster Pack 15 cards..$5.00
Revelations Display 45 packs..$200.00

AEG Deadlands: Boot Hill

Now brought to us by AEG rather than WotC. This new core edition features 300 new cards.
Boot Hill Starter Deck 60 cards, rules $15.00
Boot Hill Starter Display 12 decks..$160.00
Boot Hill Booster Pack 15 cards $5.00
Boot Hill Booster Display 36 packs $162.00

Doomtrooper

HB DOOMTROOPER CCG

The Collectible Trading Card game based on Heartbreaker's Mutant Chronicles and Warzone games. This game does not use any abstract concepts – each player deploys warriors from his deck, equips them with enhancements such as close combat and ranged weapons, psychic or dark symmetry cards, and then tries to blow his opponent's warriors to kingdom come. **You may buy any 4 displays for $60.00 for the lot!**
DoomTrooper Starter Deck 60 cards,rules $3.00
DoomTrooper Starter Display 10 decks......................................$20.00
DoomTrooper Booster Pack 15 cards $0.75
DoomTrooper Booster Display 36 packs.................................... $20.00
Inquisition Booster Pack 8 cards.. $0.50
Inquisition Booster Display 60 pack $20.00
The first expansion booster display, adding all new cards with new warriors, missions, weapons, etc.
Warzone Booster Pack 8 cards $0.50
Warzone Booster Display 60 pack...$20.00
The second expansion booster display, adding all new cards with new warzones, warriors, missions, weapons, etc.

Dune

FIV Dune: Eye of the Storm Limited Edition

By Five Rings Publishing. Based on the popular novels. Set amidst a rich backdrop of political intrigue and economic rivalry, players assume the roles of minor house nobles vying for admission to the Landsraad High Council. Includes over 300 cards. Each Starter Display has two copies each of the six basic houses.
Dune Starter Deck 60 cards, rules, dice. $13.00
Dune Starter Display 720 cards..$120.00
Dune Booster Pack 15 cards $3.00
Dune Booster Display 540 cards $90.00

FIV Dune: Judge of the Change

The next instalment in the *Dune* CCG saga.
Dune: Judge Chapter 1 Starter Deck 60 cards, rules, dice. $10.00
Spice Miners Guild. The men who mine the spice, a deadly operation due to the sand worms. But the profits are beyond imagination.
Dune: Judge Chapter 1 Booster Pack 15 cards..........................$3.00
Dune: Judge Chapter 1 Combo Display 720 cards.................$90.00
Dune: Judge Chapter 2 Starter Deck 60 cards, rules, dice. $10.00
Water Sellers Union. Water is life. By this maxim all Arrakis lives or dies. All factions come to this Union for their survival.
Dune: Judge Chapter 2 Booster Pack 15 cards $3.00
Dune: Judge Chapter 2 Combo Display 720 cards........................$90.00
Dune: Judge Chapter 3 Starter Deck 60 cards, rules, dice. $10.00
Smugglers. Outlaws, whose lives are fraught with peril. But with great risk comes great reward. Water. Coffee. Liquor. Spice.
Dune: Judge Chapter 3 Booster Pack 15 cards..........................$3.00
Dune: Judge Chapter 3 Combo Display 720 cards.................$90.00

FIV Dune: Thunder at Twilight

With Baron Harkonnen bent on revenge, artillery shells are sure to rain down soon.
Dune: Thunder Chapter 1 Starter Deck 60 cards, rules. $11.00
Atreides. This house stands alone on Arrakis. It is beset on all sides by foes who seek to destroy it with politics, assassins, or war.
Dune: Thunder Chapter 1 Booster Pack 15 cards.....................$3.50
Dune: Thunder Chapter 1 Combo Display 720 cards $100.00
Dune: Thunder Chapter 3 Starter Deck 60 cards, rules. $11.00
Dune: Thunder Chapter 3 Booster Pack 15 cards.....................$3.50
Dune: Thunder Chapter 3 Combo Display 720 cards $100.00

Highlander

THU Highlander: The Card Game

From the dawn of time they came, moving silently down through the centuries. Living many secret lives, struggling to reach the time of the Gathering, when the few who remain will battle to the last. In the end, there can be only one. Bring the swordplay and intrigue of the international hit television series to your table.
Highlander Starter Deck 52 cards & rules...$16.00
Highlander Starter Display 624 carsd...$170.00
Highlander Booster Pack 15 cards...$4.50
Highlander Booster Display 540 cards...$145.00
Highlander Arms & Tactics Starter Deck 55 cards & rules..............$17.00
Highlander Arms & Tactics Starter Display 660 cards..................$180.00
Highlander Arms & Tactics Booster Pack 15 cards $5.00
Highlander Arms & Tactics Booster Display 420 cards..................$126.00
Highlander The Four Horsemen Booster Pack 15 cards.......................$5.00
Highlander The Four Horsemen Booster Display 420 cards..........$126.00
Highlander Collector's Set..$150.00

Legend of the Burning Sands

FIV The Awakening: Legend of the Burning Sands

The new basic set for *Legend of the Burning Sands*. Set of 400 cards, 300 of them new! Additionally, five new factions are introduced. *Legend of the Burning Sands* is set in fantasy Arabia, in the same world and timeline as *Legend of the Five Rings*.
The Awakening Starter Deck 65 cards + rules $17.00

The Awakening Starter Display 12 decks $180.00
There are 12 deck types. You can specify which one you want, but if we don't have it, we will supply another at random. The decks are: Moto, Senpet, Qabal, Ashalan, Ebonites, Jackals, Ivory Kingdoms, Ra'shari, Yodatai, Dahab, Celestial Alliance.
The Awakening Booster Pack 15 cards $6.00
The Awakening Booster Display 36 packs $195.00

Legend of the Five Rings

FIV Battle Of Beiden Pass

Now sold out around the world. We have limited stocks only. The complete entry point into the excellent *Legend of the Five Rings* trading card game, set in medieval Japan, the day of samurai and ninja. This boxed set contains two ready to play starter decks, two Clan Strongholds, a step-by-step basic training guide to teach you the rules, and the complete large format rules $75.00

FIV The Siege of Sleeping Mountain

The Dragon champion, corrupted by the artifact known as the Obsidian Hand, struggles to unlock the ancient secret trapped in the Chamber of Crystal. If she succeeds, the Empire will be destroyed. The army of the Brotherhood and the Naga rush for the Palace attempting to stop the Chamber being opened, but Toturi's Imperial army rushes to intercept them and protect the Dragon clan.

This product is an ideal way for a new player to get into L5R, with easy to follow rulebook. There are two double-deck starter packs:
Naga vs Toturi's Army Pack 2 x 50 card decks, rules. $22.00
Dragon vs Brotherhood Pack 2 x 50 card decks, rules. $22.00
Siege of Sleeping Mountain Display 6 packs. $150.00

FIV Legend of the Five Rings: Emerald Edition

Has absolutely stunning artwork, set in medieval Japan, with Japanese mythology. An ancient Empire is crumbling as its ruler battles with a mysterious wasting disease. There are two decks each of six different Clans in each Starter Display.

Legend of 5 Rings Emerald Starter Decks 60 cards + rules

Lion Clan Deck The Lion army under the leadership of Matsu Tsuke continues its relentless attack upon the Crane Clan. $20.00

Crane Clan Deck With only an army of Phoenix samurai defending Doji Palace, all seems lost for this Clan, yet they also have allies: a small army of ronin and the Phoenix Clan. $20.00

Unicorn Clan Deck The Unicorn have continued to hold Beiden Pass, preventing any and all armies from moving through the crossroads of the Empire $20.00

Dragon Clan Deck Myterious and secretive, these warrior wizards are known for their shaved heads and tattooed bodies. Their armies fight under the ronin Toturi, the best general in the Empire. $20.00

Crab Clan Deck These master warriors consider victory more important than honor. An army of Shadowlands creatures and madmen are waiting in the hills to the north for Crab's great leader, Hida Kisada, to advance together upon the ronin Toturi. $20.00

Phoenix Clan Deck The masters of elemental magics. Their powerful sorcery compensates for weakness in battle. They have discovered powerful forbidden magic, but it is corrupting their masters one by one $20.00

Legend of 5 Rings Emerald Starter Display 720 cards $180.00
Legend of 5 Rings Emerald Booster Packs 15 cards $7.00
Legend of 5 Rings Emerald Booster Display 540cards $200.00
There are over 300 different cards in the Emerald Edition. Our stocks of Emerald Edition are definitely limited.

FIV Legend of the Five Rings: Obsidian Edition

Basically a revamped and updated version of *Emerald* Edition. Each Starter Display contains two decks each of the six primary clans, but each Starter Deck contains a 60-card starter deck, a free 11-card Forbidden Knowledge booster pack, 20 color-coded glass stones, collector's checklist for your clan, and expanded rulebook.

Legend of 5 Rings Obsidian Starter Decks contains as above
Lion Clan Deck See description under Emerald Ed. $20.00
Crane Clan Deck See description under Emerald Ed. $20.00
Unicorn Clan Deck See description under Emerald Ed. $20.00
Dragon Clan Deck See description under Emerald Ed $20.00
Crab Clan Deck See description under Emerald Ed $20.00
Phoenix Clan Deck See description under Emerald Ed $20.00
Legend of 5 Rings Obsidian Starter Display 720 cards $210.00
Legend of 5 Rings Obsidian Booster Packs 15 cards $6.50
Legend of 5 Rings Obsidian Booster Display 540cards $210.00
There are over 300 different cards in the Obsidian Edition.

FIV Legend of the Five Rings: Jade Edition

Basically a revamped *Obsidian/Emerald* Edition. Has twelve different Starter Decks, as below:
Jade Edition Starter Deck $17.00
Each deck has 60 cards, a free booster pack, Clan Tokens, & rules. The twelve types of decks are: Phoenix Clan, Unicorn Clan ($20), Lion Clan ($20), Dragon Clan ($20), Crab Clan, Crane Clan, Mantis Clan, Brotherhood of Shinsei, Toturi's Army, Shadowlands, Naga, & Scorpion Clan ($20).
Jade Edition Starter Display 720 cards $183.00
Jade Edition Booster Packs 15 cards $4.75
Jade Edition Booster Display 540 cards $150.00

FIV Legend of the Five Rings: Pearl Edition

Specially designed to be totally balanced for sealed deck play; each deck has 50 fixed cards that show off their clans' strategies and tactics. Each deck has rules, tokens, 81 cards including stronghold with built-in spinner for tracking Family Honor. Most cards are from earlier editions, some have been revamped, and there are some new cards too.
Pearl Edition Starter Deck $20.00
There are twelve types of decks: Phoenix Clan, Unicorn Clan, Lion Clan ($25), Dragon Clan ($25), Crab Clan ($25), Crane Clan, Mantis Clan, Brotherhood of Shinsei, Toturi's Army, Shadowlands, Naga, & Scorpion Clan ($25). If we don't have the one you order in our currently opened display, another will be substituted at random.
Pearl Edition Starter Display 972 cards $216.00
Pearl Edition Booster Packs 15 cards $5.00
Pearl Edition Booster Display 540 cards $160.00

FIV ShadowLands

Five months have passed since the war began, and there is no sign of peace. Amries of gibbering dead men march against the Clans gaining victory after victory. The only hope for the Empire lies in an ancient race of serpent folk known as the Naga.

Naga Deck The serpent folk. They have come to Rokugan for a single purpose, to stop the ShadowLands, even if it means the destruction of the Emerald Empire $14.00

Clan Scorpion Deck This Clan is another evil brewing in the Empire. Thought to have been destroyed by the Emperor, Clan Scorpion has been gathering its strength. $20.00

Shadowlands Starter Display 720 cards $140.00
There are over 150 different cards in Shadowlands.
Shadowlands Booster Packs 15 cards $18.00
Shadowlands Booster Display 36 packs $625.00

FIV Forbidden Knowledge

Only a few recognize an ancient evil has awakened in the Shadowlands. The Clans are too busy fighting with each other, allowing an undead sorcerer to strengthen his army of gibbering madmen and zombies.
Forbidden Knowledge Booster Packs 11 cards $4.95
Forbidden Knowledge Booster Display 506 cards $199.00
There are over 150 different cards in Forbidden Knowledge.

FIV Anvil of Despair

The Cranes make a desperate stand against the Shadowlands madmen; the Dragon Clan has retreated to the mountains; the Lion Clan defends the Emperor from the armies of the Crab Clan; etc. There are 6 decks each of 2 different Clans in each Starter Display, each deck having a random assortment of cards. 150 new cards in the set.
Anvil of Despair Starter Decks 60 cards + rules

○ **Junzo's Army** The undead shugenja, once known as Yogo Junzo, now commands the Emperor's armies, and his dark sorceries corrupt the samurai into contorted mockeries of their former selves. $22.00

○ **Toturi's Army** The Emperor's greatest tactician has returned, Toturi the Ronin. His army's armor and weapons are worn and tattered, but the samurai in his army burn with devotion. $10.00

Anvil of Despair Starter Display 720 cards $170.00
Anvil of Despair Booster Packs 11 cards $4.50
Anvil of Despair Booster Display 506 cards $180.00
There are over 150 different cards in Anvil of Despair.

FIV Crimson & Jade

The Clans have finally realised their folly in fighting each other, instead of combining to fight the Shadowlands. But this realization may come too late. The Clans now gather their strength for a final showdown against Yogo Junzo leading the Shadowlands army. Two new allies join the frey: the Shintao Monks and Yoritomo. There are six decks each of two different Clans in each Starter Display, each deck having a random assortment of cards. 150 new cards in the set.

○ **Yoritomo's Alliance Deck** The minor clans have gathered under the banner of Yoritomo, the Mantis Clan Champion. His army is motivated by the chance to receive greatness and greed. $27.00

○ **Monk Clan Deck** Wishing peace, but being attacked by Junzo's evil minions, this Clan has joined the war. Armed only with their wisdom and ancient prophesies, this clan waits for the right time to face Fu Leng one last time. $27.00

Crimson & Jade Booster Packs $18.00
Crimson & Jade Booster Display 64 packs $700.00

FIV Time of the Void Limited Expansion

It is Rokugan's darkest hour. For two years, the War of the Clans has ravaged the Emerald Empire. Descendants of the Empire's greatest heroes - the Seven Thunders - gather with their armies outside the fortress of ultimate evil…the Imperial Palace. This is the *final* chapter in the War of the Clans. It includes all Seven Thunder Personalities, the Last Black Scroll and Twelve "Conclusion Cards" that tell of the Seven Thunders last stand. *Our stocks are strictly limited.*

○ **Phoenix Clan Stronghold Deck** One Clan will fall…One by one, each of the elemental masters have become infected with the Shadowlands taint. The Master of Fire, mad-eyed and consumed with darkness, standing on the Imperial Palace walls, is ready to destroy his kinsmen $15.00

○ **Crab Clan Stronghold Deck** One Clan will be redeemed…The mighty Crab Clan stands outside the Imperial Palace lead by Yakamo, the hero with a jade hand, preparing to assault the city. $15.00

Time of the Void Starter Display 720 cards $175.00
Time of the Void Booster Packs 11 cards $11.50
Time of the Void Booster Display 506 cards $450.00
There are over 200 different cards in **Time of the Void**.

FIV Scorpion Clan Coup Part I

Bayushi Shoju must lead his Clan against the Emperor himself, or bring doom upon the land for a thousand years. 60 new cards.
Scorpion Clan Coup Starter Deck 60 cards + rules $10.00
Contains the Scorpion Starter Deck.
Scorpion Clan Coup Booster Packs 11 cards $3.00
Scorpion Clan Coup Combo Display 6 Str, 24 Bstr $90.00
Scorpion Clan Coup Booster Display 506 cards $90.00

○ **Scorpion Clan Coup Part II** Bayushi Shoju has killed the Emperor and taken the throne. There are 60 cards in this set, only available as Boosters.
Scorpion Clan Coup Part II Booster Packs 11 cards $3.50
Scorpion Clan Coup Part II Booster Display 506 cards $145.00

○ **Scorpion Clan Coup Part III** Now the self-proclaimed emperor, Bayushi Shoju sits on the throne while all the other clans bar the Crab assault the Imperial Capital, hoping to remove him.
Scorpion Clan Coup III Starter Deck 60 cards + rules $4.00
Contains the Lion Starter Deck.
Scorpion Clan Coup III Booster Packs 11 cards $1.00
Scorpion Clan Coup III Combo Display 6 Str, 24 Bstr $30.00
Scorpion Clan Coup III Booster Display 506 cards $30.00

FIV The Hidden Emperor

When word arrives from the Imperial Palace that Toturi has vanished, the fragile peace forged by the Seven Thunders is cast into serious doubt. There will be nine releases of *The Hidden Emperor*, each containing around 60 new cards.
Hidden Emperor # 1 Starter Deck 60 cards + rules $13.00
The Naga (Heart of Shinomen Forest) Starter Deck.
Hidden Emperor # 1 Booster Pack 8 cards $3.00
Hidden Emperor # 1 Combo Display 6 Str, 36 Bstr $120.00
Hidden Emperor # 1 Booster Display 576 cards $180.00

Hidden Emperor # 2 Booster Pack 8 cards $3.50
Hidden Emperor # 2 Booster Display 576 cards $210.00

Hidden Emperor # 3 Starter Deck 60 cards + rules $13.00
The Brotherhood (the House of Tao).
Hidden Emperor # 3 Booster Pack 8 cards $3.00
Hidden Emperor # 3 Combo Display 6 Str, 36 Bstr $120.00
Hidden Emperor # 3 Booster Display 576 cards $150.00

Hidden Emperor # 5 Starter Deck 60 cards + rules $13.00
Mantis (Kyuden Yoritomo) Starter Deck.
Hidden Emperor # 5 Booster Pack 8 cards $3.00
Hidden Emperor # 5 Combo Display 6 Str, 36 Bstr $120.00
Hidden Emperor # 5 Booster Display 576 cards $150.00

Hidden Emperor # 6 Starter Deck 60 cards + rules $16.00
Crane (Iron Fortress of the Daidoji) Starter Deck.
Hidden Emperor # 6 Booster Pack 8 cards $2.00
Hidden Emperor # 6 Combo Display 6 Str, 36 Bstr $180.00
Hidden Emperor # 6 Booster Display 576 cards $110.00

Hidden Emperor Conclusion Starter Deck 60 cards + rules .... $Below
There are three different starter decks, being:
Toturi's Army With the return of Toturi come dark tidings, and the ultimate fate of the Jade Empire hangs in the balance. $15
Ninja The ninja stand on the border of this world and the next. They are not the servants of shadow – they are the Shadow! $20
Phoenix This clan was destroyed three years ago. Now, it must rise from the ashes and be reborn or let its fires die forever $15
Hidden Emperor Conclusion Starter Display 12 Decks $170.00
Hidden Emperor Conclusion Booster Pack 11 cards $4.50
Hidden Emperor Conclusion Booster Display 528 cards $180.00
There are around 150 new cards in this conclusion of The Hidden Emperor
This expansion is called The Dark Journey Home.

FIV Honor Bound

The next instalment in the story of the Legend of the Five Rings collectible card game. We are very glad to announce that they will not be doing anymore 60-new-card expansions. This expansion has 180 new cards. This expansion includes the anxiously-awaited return of the Scorpion Clan, plus the updated Crab Clan, and an all-new faction – the ShadowLands.
Honor Bound Starter Deck 60 cards + rules $16.00
There are three types. You can specify which you want, but if we run out, we will supply another one at random. They are Scorpion Clan Deck, Crab Clan Deck, and The Shadowlands Deck.
Honor Bound Starter Display 12 Decks, 720 cards $175.00
Honor Bound Booster Pack 11 cards $4.50
Honor Bound Booster Display 48 packs, 528 cards $195.00

FIV Ambition's Debt

180-card expansion. In an exciting turn of events, Rokugan has become the battle ground for an epic duel to the death between Lord Moon and Hitomi. One of the biggest attractions to the Ambition's Debt expansion is the insertion of rare foil-stamped cards in random booster packs (every seven to nine boosters will contain a foil card). Also introduces a new way to win the game!
Ambition's Debt Starter Deck 60 cards + rules $16.00
There are three types. You can specify which you want, but if we run out, we will supply another one at random. They are *Shadowlands*: out of the pits of Jigoku, terrible Oni crawl, rise to destroy Rokugan; *Naga:* one man stands among the serpent lords against the Shadowlands – he has a hand of jade, and he is served by the Crab Clan and revered by the Naga; *Lion*: The Kitsu must deal with demons to keep themselves alive, but now the price must be paid.
Ambition's Debt Starter Display 12 Decks, 720 cards $175.00
Ambition's Debt Booster Pack 11 cards $4.50
Ambition's Debt Booster Display 48 packs, 528 cards $195.00

Inquest Magazine Issue # 48
Contains the Imperial Favor card. Limited stocks. $6.00

Special Edition Five Rings Score Counters
These are beautiful 75mm round scoring disks, with 24ct gold detailing. Each contains a Clan disk, plus a lower disk with numbers on it. You also don't need a lower disk for each upper clan disk, if you will only use one at a time. So you can buy additional upper clan disks for less price. (You must buy at least one complete item).The types of disk are:
Complete Disks with Upper and Lower Parts .... $29.00 ea
You can choose either: Crab, Crane, Scorpion, Unicorn, Mantis, Five Rings, Dragon, Shadowlands, Naga, Lion, Ronin, Phoenix, Brotherhood. (If you buy simply the upper disk of the above, price is $15.00 ea) Imperial Favor - $13.00 (can't use lower disk)

Magic: the Gathering

WIZ Magic the Gathering STARTER

Are you confused? MtG has now released a new introductory product called *STARTER*, not to be confused with starter decks! This *STARTER* game has been designed for new players who want to learn to play MtG. Introduces basic game dynamics and strategies.
Magic STARTER Game $16.00
2 x 40 card preconstructed decks, two playmats, a step-by-step play guide, rulebook, two beads to keep score, limited ed art print.
Magic STARTER Game Display 12 games $170.00
Magic STARTER Theme Deck (40 cards, no rules) 5 kinds $11.00
The 5 types of Preconstructed Decks are: Binding Fury, a white deck with the power of expanded creature abilities; Goblin Assault, a red deck with direct damage cards and faster creatures; Deadly Instinct, a black deck with expanded creature abilities and creature removal cards; Impaler, green deck with bigger, badder creatures; Time Curse, a blue deck with spell-denial cards.
Magic STARTER Theme Deck Display 15 Decks $148.00
Magic STARTER Booster Pack 15 cards $4.75
Magic STARTER Booster Display 540cards $155.00

WIZ Magic the Gathering Battle Royale

Rules for multiplayer Magic the Gathering! This boxed set provides everything you need to learn and play multiplayer Magic games. The set includes complete rules for six multiplayer variations, allowing from 3 – 6 players in a game. With 4 prebuilt 40-card decks designed for multiplayer, 36 page full color rule book, 2 reference cards, and a sturdy card box that holds 900 cards or 12 decks $40.00

WIZ Portal: Second Age

For customers who want to continue playing Portal-level Magic. This is a new themed version of Portal with 165 cards, all new art. Available in several formats:
Portal Second Age Age Game $15.00
2 x 30 card preconstructed decks, two playmats, play guide, rulebook, 15 card booster.
P2nd Age Pre-constructed Starter Deck (40 cards) 5 kinds $11.00
The 5 types of Preconstructed Decks are: Nature's Assault (marshals the forces of nature), Spellweaver (brings powerful magic to your hand), Goblin Fire (beats your opponent with a pack of wild creatures and firepower to burn through defenses), Martial Law (you overrun your opponent with a small army of fast, white creatures), and Nightstalkers (hammer your opponentwith discard effects and creature destruction.) **Pre-constructed Starter Deck Display** $148.00
Portal 2nd Age Booster Pack 15 cards $4.75
Portal 2nd Age Booster Display 540cards $150.00
Portal 2nd Age Gift Box 2x30 card preconstructed decks, playguide, rulebook, playmats, two 15 card boosters, 2 beads, etc. $20.00

WIZ Portal: Three Kingdoms

This is *Starter* level Magic the Gathering. Ideal for new players or those who are playing previous *Portal* supplements.
Portal Three Kingdoms 2 Player Deck $14.50
2 x 30 card preconstructed decks, two playmats, play guide, rulebook.
Portal Three Kingdoms 2 Player Deck Display 12 dks $155.00
Portal Three Kingdoms Booster Pack 10 cards $3.25
Portal Three Kingdoms Booster Display 600 cards $175.00

WIZ Magic: 4th Edition

The attraction with these 4th Edition Starters and Boosters is that there are a number of cards, including rares, that you cannot get anymore. Our stocks are strictly limited, so first come, first serve.
Magic 4th Ed Starter Deck 60 cards & rules $16.00
Magic 4th Ed Starter Display 600 cards $133.00
Magic 4th Ed Booster Pack 15 cards $8.00
Magic 4th Ed Booster Display 540cards $250.00

Magic 5th Ed Trading Card Game for 2 Players $18.00
A bridge product for someone who wants to move from *Portal* to the more advanced rules and game play strategies found in Fifth Edition. has two 30 card preconstructed decks, larger size rulebook, guidebook, one 15card booster pack.

WIZ Magic: 5th Edition

Magic 5th Ed Starter Deck 60 cards + rules $13.95
Starter Deck Display 720cards $150.00
This new edition contains over 400 cards selected from Fourth Edition, Ice Age, Fallen Empires, Homelands and Chronicles. Nearly half the cards are from sets other than Fourth Edition. Features new art on almost half the cards by 50 new artists.
Magic: 5th Edition Booster Pack 15 cards $4.75
Magic: 5th Edition Booster Pack Display 540 cards $150,00

WIZ Magic: Classic 6th Edition

This Sixth Edition is specially designed to help Starter and Expert level Magic players step up to Advanced Level play. Players familiar with Starter Level products such as Portal, will find new strategies and play options. Can be played alone or with other expansions. There are around 350 cards.
Magic Classic 6th Ed Double-Starter Pack $16.00
Each pack has two 40-card, ready to play decks of Classic cards, plus an easy reference rulebook, & a play guide to teach advanced rules.
Classic 6th Ed Double-Starter Pack Display 12 packs $173.00
Magic Classic 6th Ed Tournament Pack $16.00
Basically a sealed tournament deck with 75 cards, & rules sheet.
Magic Classic 6th Ed Tournament Pack Display 12 packs .. $173.00
Magic Classic 6th Edition Booster Pack 15 cards $5.00
Magic: 6th Edition Booster Pack Display 540 cards $162.00

Magic: The Dark Booster Pack 8 cards $14.00
The Dark Display 480 cards $715.00
Our stocks are limited, so please get your order in quickly. There are over 100 new cards in the series.
Magic: Fallen Empires Booster Pack 8 cards $2.50
Fallen Emp Display 480 cards $135.00
In the southern oceans of Dominia Prime lay a continent of great kingdoms. Hideous new species arose in the forests and seas, forcing the Sarpadians to fight for their very survival.
Magic: Chronicles Booster Pack 12 cards $6.00
Chronicles Display 540 cards $230.00
This includes a random assortment of cards from Arabian Nights, Antiquities, Legends, and The Dark. The Legends cards are the most prominent in the mix
Homelands Booster Pack 8 cards $3.00
Homelands Booster Pack (480 cards) $130.00

Hidden away by a mysterious wizard for generations, the forgotten world of Homelands awaits discovery.

Magic: Visions Booster pack 15 cards $8.00
Magic: Visions Booster Display 540 cards..............................$250.00
Over 160 new cards that can be played with Magic, Ice Age or Mirage. Contains more cards featuring flanking and phasing rules.
Magic: Weatherlight Booster pack 15 cards $4.75
Magic: Weatherlight Booster Display 540 cards...................$150.00
A limited black border expansin with over 160 new cards that can be played with Magic, Ice Age or Mirage.

WIZ Magic: Ice Age

Ice Age can be played by itself as a stand-alone game, or used as a standard expansion for Magic the Gathering. It has been many centuries since the war between Urza and Mishra. The battered landscape has become a frozen desert, and the creatures of the world of Dominaria struggle for survival.

Ice Age Starter Deck 60 cards + rules $15.95
Starter Display (600 cards) $144.00
Ice Age Booster Pack 15 cards $4.75
Booster Display (540 cards)...$150.00
Alliances Booster Pack 12 cards $6.50
Alliances Display (540 cards) $230.00

WIZ Magic: Mirage

An expansion that can be played with Magic or played by itself. There are over 300 new cards in the set, including new rules variants.

Mirage Starter Deck 60 cards + rules $14.95
Mirage Starter Display (720 cards) $150.00
Mirage Booster Pack (15 cards)..$4.95
Mirage Booster Display (540 cards) $150.00

WIZ Magic: Tempest

The flying ship *Weatherlight* has left the light of Dominaria for the shadow plane of Rath in an attempt to rescue Captain Sisay. An expansion with 300 new cards that can be played with Magic or played by itself.

Tempest Starter Deck 60 cards + rules $40.00
Tempest Starter Display (720 cards) $384.00
Tempest Booster Pack (15 cards)...$6.00
Tempest Booster Display (540 cards) $200.00

WIZ Magic: Stronghold

Gerrard of the Weatherlight leads the rescue team into the heart of Rath-Evincar Volrath's citadel. There, they hope to find and free Sisay, but Volrath's lair is a maze of risks and confrontations. High in Volrath's Dream Halls comes face to face with Volrath.

Stronghold Pre-constructed Starter Deck 60 cards + rules.....$15.50
There are four types: The Sparkler, Migraine, Call of the Kor, and The Spikes. Each has 3 rare, 9 uncommon & 48 command & land. Each Stronghold Pre-constructed deck is built to maximise the strength of Stronghold cards.
Stronghold Starter Display (720 cards)...................................$155.00
Stronghold Booster Pack (15 cards) $4.50
Stronghold Booster Display (540 cards) $145.00

WIZ Magic: Exodus

As Gerrard and his party battle in the heart of Volrath's stronghold, the rest of the crew of the Weatherlight are forced to battle the deadly flagship of the evincar's army, the Predator. Meanwhile, a traitor prepares to lead Gerrard into a deadly trap...

Exodus Pre-constructed Starter Deck 60 cards + rules..........$15.00
Exodus Starter Display (720 cards)..$150.00
Exodus Booster Pack (15 cards)..$4.50
Exodus Booster Display (540 cards) $145.00

WIZ Magic: Urza's Saga

Ushers in a new chapter in the epic *Magic* story. From the fires of Shiv to the darkness of Phyrexia, Urza seeks one thing: revenge. The power of the planes comes to your game with cycling, echo and other new concepts. Can you played alone or with other *Magic* sets. Over 300 new cards.

Urza's Saga Preconstructed Starter Decks 60 cards + rules...$15.00
There are four types: The Plague (a black and white deck that uses the power of pestilence), Special Delivery (with new echo creatures, you get your red and green nasties on the table faster than ever), Sleeper (a white creature deck that awakens) and Tombstone (a black and blue deck with reanimation cards and cycling cards for options). You may choose which deck you want, but if we run out of that one, we will supply another at random.
Urza's Saga Random Starter Deck 75 cards + rules $15.00
Urza's Saga Random Starter Display (900 cards) $160.00
Urza's Saga Booster Pack (15 cards)..$4.50
Urza's Saga Booster Display (540 cards) $145.00

WIZ Magic: Urza's Legacy

In this follow-up to the Urza's Saga set, the obsessed planeswalker continues his quest across Dominaria for artifacts capable of holding off the Phyrexian invasion. The Yavimaya forest reluctantly provides the seed to grow a flying ship which, along with the artifacts, are to become Urza's Legacy .

Urza's Legacy Preconstructed Starter Decks 60 cards, rules .$15.00
There are four types. You may choose which deck you want, but if we run out of that one, we will supply another at random. They are:
Radiant's Revenge The new ruler of Serra's realm, an archangel hellbent on revenge. Explodes with card-drawing and control cards.
Crusher Hulking worms, treekfolk and other large obstacles try to stop Urza from completing *Weatherlight*. Hurts your opponents.
Phyrexian Assault An unending barrage of creatures and creature removal cards that can break down the most formidable defense.
Time Drain Urza's allies. Use legions of free creatures to crush your opponents before they have a chance to prepare for battle.
Urza's Legacy Preconstructed Deck Display (12 decks).......$162.00
Urza's Legacy Booster Pack (15 cards) $4.50
Urza's Legacy Booster Display (540 cards) $145.00

WIZ Magic: Urza's Destiny

As the Phyrexian invasion draws near, Urza constructs the Legacy, but he needs a sentient, organic component to guide the weapon. And against the protests of his inner circle, he delves into areas best left unexplored, even by planeswalkers.

Urza's Destiny Preconstructed Starter Decks 60 cards, rules.$15.00
There are four types. You may choose which deck you want, but if we run out of that one, we will supply another at random. They are:
Battle Surge Uses blue stalling tactics to hold off opponents, while a host of red creatures mount a decisive attack.
Enchanter Employs a variety of blue creatures who get even more powerful when enchantments are played.
Assassin Sends in a swarm of small, black creatures backed up with creature destruction and discard effects.
Fiendish Nature Uses fast mana sources to power up a horde of big, green uglies with attitude.
Urza's Destiny Preconstructed Deck Display (12 decks)......$162.00
Urza's Destiny Booster Pack (15 cards) $4.50
Urza's Destiny Booster Display (540 cards) $145.00

WIZ Magic: Mercadian Masques

The crew of the *Weatherlight* returns as Gerrard and company find themselves in an exotic land that teems with strange creatures and customs. Replaces the *Tempest* card set in Standard tournament play. Has 350 black bordered cards and the first ever premium cards. Also introduces new game mechanics and creature types.

Mercadian Masques Theme Deck 60 cards + rules $15.00
There are 4 preconstructed Theme Decks in this display: *Disruptor*, lay down some good old-fashioned gruesome carnage with land and hand destruction galore;*Rebel's Call*, recruit creatures straight from your library and overrun opponents. Command rebel creatures that can recruit their comrades; *Deepwood Menace*, torch the battlefield, then bring on the leaping hordes of destruction; *Tidal Mastery*, establish a line of creature defense, counter assaults, then pound away like the ceaseless sea.
Mercadian Masques Theme Deck Display (720 cards).........$162.00
Mercadian Masques Booster Pack (15 cards) $4.50
Mercadian Masques Booster Display (540 cards) $145.00
Mercadian Masques Tournament Pack 75 cards...................$15.00
Mercadian Masques Tournament Display (900 cards).........$162.00

WIZ Magic: Nemesis *On sale 14th of February*

Introduces three new card mechanics and focuses on Crovax, the newest villain in the storyline. More details later. 143 new cards.

Nemesis Theme Deck 60 cards + rules $15.00
There are 4 preconstructed Theme Decks in this display.
Nemesis Theme Deck Display (720 cards).............................$162.00
Nemesis Booster Pack (15 cards) $5.00
Nemesis Booster Display (540 cards) $162.00

WIZ Magic the Gathering ANTHOLOGIES

A limited edition two-preconstructed Starter-Deck anthology. The two decks give you the combined might of two armies assembled from across Dominia's history. With spells and creatures gathered from every Magic the Gathering expansion and edition, from Alpha Edition to Urza's Saga. The two preconstructed decks have 60 white bordered cards and 5 token cards in each. There is also a 64 page booklet covering the games history and strategies. The sturdy card box can also hold 350 cards in sleeves, or 5 starter decks. Special **$30.00**

WIZ Magic: Unglued

A weird and wacky release for Magic: the Gathering. All of the cards are broken or bizarre, and all banned from tournament use. But if you want your social games to become "unglued" then please, use these cards! But definitely not recommended for rules lawyers or power gamers, and you need a sense of humor. Has 48 packs of 10 cards each.

$2.25 per pack, or $97.00 for the display.

WIZ 1998 World Championship Decks

Limited Edition. Contains 12 preconstructed decks, of four types, of four of the 1998 Magic World Championship finalists. You may specific which deck you want to order, but if we run out of that one, we will supply another at random. The decks have no rules, & are:

Brian Selden – World Champion This deck conquered the field by using Survival of the Fittest to put creatures into the graveyard and Recurring Nightmare to bring them back into play. The deck employs over 20 creatures and dips into blue for Lobotomy... **$22.00**
Ben Rubin – Finalist This archetypal red weenie deck consists of roughly equal parts direct damage, aggressive creatures & land...................... **$14.00**
Brian Hacker – Quarterfinalist This white weenie deck rolled over competitors with more than twenty aggressive creatures. This horde relies on creatures with shadow and the en-Kor to overwhelm the unprepared, with the threat of Cataclysm.. **$14.00**
Randy Buelher – Twelfth Place This Draw, Go deck is pure control, with over twenty counterspells and eight card-drawing engines to dig them out. The deck's offense is limited to Stalking Stones and a Rainbow Efreet, but the best offense is often a killer defense... **$14.00**
1998 World Championship Deck Display 12 Decks. $172.00
1998 World Championship Limited Ed Deck & Video Contains at random one of the above Championship Decks, plus a free video with 60 minutes of top-flight video action of the battle between the top eight competitors in the 1998 World Championships.................$10.00

WIZ 1999 World Championship Decks

Limited Edition. Contains 12 preconstructed decks, of four types, of the four 1999 Magic World Championship finalists. You may specific which deck you want to order, but if we run out of that one, we will supply another at random. The decks have no rules, & are:

Kai Budde – World Champion 5 per display. This red-artifact deck employed more than 30 artifacts to generate huge amounts of mana. Big creatures became a threat to any opponent, plus Wildfire.................... **$18.00**
Mark Le Pine – Finalist 3 per display. This Sped Red deck applied the pressure early with 11 fast creatures before shifting into land-destruction mode, & then the Cursed Scroll & Hammer of Bog.......................... **$15.00**
Matt Linde – Semifinalist 2 per disp. Speedy mono-green deck with 26 low-cost creatures. Also 4 Rancors & 4 Giant Growths. **$15.00**
Jakub Slemr – Quarterfinalist 2 per disp. Mono-black deck that controls the board with Cursed Scrolls, Powder Kegs, & Phyrexian Plaguelords. Also discard effects Ravenous Rats, Duress, Stupor. **$15**
1999 World Championship Deck Display 12 Decks. $165.00

Magic Accessories

WIZ Magic Card Storage Boxes. $9.00
Five styles of full color Magic card boxes, each able to hold 1,200 Magic cards. The six types are red, green, white, blue, black. If we run out of that color, we will substitute at random.

KBG Magic the Gathering Play Mat..................... $30.00
A 14" x 26" single player play mat with a smooth surface that will protect your cards from wear and scuffing.

PEN Magic: Official Encyclopedia Vol 1.............. $25.00
224 full color pages, with over 2,000 cards featured in full color, showing the cards from Fourth Ed, Discontinued cards, Chronicles, Ice Age, Alliances, Arabian Nights, Antiquities, Legends, the Dark, Fallen Empires, Homelands, etc.

PEN Magic: Official Encyclopedia Vol 2.............. $22.00
144 full color pages, with over 1,300 cards featured in full color, showing the cards from Mirage, Visions, Fifth Edition, Weatherlight, Portal, etc.

PEN Magic: Official Encyclopedia Vol 3.............. $24.00
128 full color pages, with over 900 cards featured in full color, showing the cards from Tempest, Stronghold and Exodus. Also Vanguard and Portal Second Age cards and details of the Magic 1996 Pro Tour decks and 1997 World Championship decks.

PEN Magic: Advanced Strategy Guide $25.00
For players who have a good strategy and knowledge of Magic rules, this is an advanced training manual. Essential info on all of the game's issues, from developing the art of deck design, how to combat classic tournament decks, and getting the most from your cards.

WIZ The Art of Magic the Gathering Rath Cycle $37.00
A full color, glossy art book of the art from The Rath Cycle, as seen in Weatherlight, Tempest, Stronghold and Exodus. Includes full color plates as well as working sketches.

WIZ Official Urza's Destiny Game Guide............ $22.00
With fiction, full description and color picture of every card, detailed index, tips on how to use each card and planning strategies.

WIZ Magic: the Gathering Interactive Encyclopedia
This CD-ROM allows players to browse or search through every card every produced for MTG, including Mercadian Masques. Every electronic card image includes full text and the original artwork. You can also access MTG rules, it contains a deck builder. You can build any kind of deck you can imagine, then play it online against Magic players all over the world. Update your collection by downloading the latest card set and find up-to-date price information. Check up on the latest tournament rules. *IBM Requires: Pen 100, 32mbRAM, SVGA, 4spCD-ROM, 16bit 800 x 600 SVGA.* **$110.00**

Magic Novels

WIZ **Rath & Storm** An anthology of stories................................. **$11.00**
WIZ **The Gathering Dark** Ice Age Cycle Book 1. Terisiare lies in ruins. Nations have fallen, goblins raid the land. **$11.00**
WIZ **Brother's War** Artifacts Cycle Book I. The conflict between Urza and Mishra over Terisiare continent.. .... **$13.00**
WIZ **Planeswalker** Artifacts Cycle Book II. Urza becomes a planeswalker after the death of his brother by other forces................ **$11.00**
WIZ **Bloodlines** Artifacts Cycle Book IV. The dark lord Yawgmoth sends out an edict: kill Urza Planeswalker. **$11.00**

Middle Earth: The Wizards

ICE Middle Earth: The Wizards

In this card game, based on Tolkien's famous novels, you play one of the five wizards sent to oppose Sauron. There are 480 + cards in this unlimited Edition 2nd printing, and features artwork from dozens of painters, including Angus McBride.

Middle Earth Starter Deck 76 cards + rules $7.50
Middle Earth Starter Display 760 cards $60.00
Middle Earth Booster Pack 15 cards...$1.25
Middle Earth Booster Display 540 cards $35.00
METW The Dragons Booster Pack 15 cards $2.00
METW The Dragons Booster Display 540 cards $60.00
The dragons were created by the Black Enemy and brought to Middle Earth to defeat the Valar and their children, the Free People. This expansion brings these terrifying creatures into your deck to challenge you and beckon you to their hoards. 180 new black border cards. Beautiful artwork.
METW Dark Minions 15 cards Special $2.00
METW Dark Minions Booster Display 540 cards Special ...$60.00
180 new cards including agents such as Grima Wormtongue; Under-deeps such as the awful Under-gates of Moria, etc. 180 new cards.

ICE Middle Earth: The Lidless Eye Limited Edition

Compatible and stand alone supplement, where you can play one of the nine Nazgul in the service of Sauron. Has over 350 cards with beautiful artwork.

ME: The Lidless Eye Starter Deck 76 cards + rules $15.95
ME: The Lidless Eye Starter Display 760 cards $144.00
ME: The Lidless Eye Booster Pack 15 cards $7.50
ME: The Lidless Eye Booster Display 540 cards..................$245.00

ICE Middle Earth: Against the Shadow

Over 140 new cards, for Middle Earth the Wizards or Middle Earth Lidless Eye. Focuses on the Wizard player, using resources from *ME: The Wizards*, competing against a Ringwraith player.

ME: Against the Shadow Booster Pack 15 cards $4.50
ME: Against the Shadow Booster Display 540 cards...........$145.00

ICE Middle Earth: The White Hand

ME: The White Hand Booster Pack 15 cards..........................$5.00
ME: The White Hand Booster Display 540 cards................$150.00
Over 120 new cards, for Middle Earth the Wizards or Middle Earth Lidless Eye. Focuses on a corrupted Wizard player, as Saruman.

ICE Middle Earth: The Balrog

Limited Expansion. At last, a refreshingly different presentation of CCG cards - this expansion is sold in two boxes. Each box contains 132 fixed cards, including 52 new Balrog cards, and 80 previously released cards that the Balrog can use in his army. So if you buy both boxes, you automatically receive all 104 new cards!

ME: The Balrog 'The Shadow Deeps' Box 132 cards..................... $36.00
The Balrog infiltrates the Underdeeps beneath Moria. Here, he hopes the ancient fires will instill him and his minions with new strength.
ME: The Balrog 'Balrog's Host' Box 132 cards $36.00
The Balrog gathers the orcs and trolls of the Misty Mountains into a massive army, and is ready to fight wizard or ringwraith.
The Balrog Display 3 each of the above two boxes $190.00

Pokemon

WIZ Pokemon

Can you believe it? Pokemon has finally been released in Australia. Based on the cartoon series inspired by the Game Boy game. You can now collect and train your favorite Pokemon to challenge rival Pokemon trainers using the special attacks you've seen in the popular TV show.

Pokemon Starter Deck 61 cards, rules, counters......................$19.00
Pokemon Starter Display 6 or 8 decks ....**$103.00 or $137.00**
Each Starter deck contains two 30-card theme decks so that two can play immediately, 1 holographic Pokemon card, 10 damage counters, rulebook. All Starter Decks contain the same two 3-card theme decks.
Pokemon Theme Deck 61 cards, coin, rules, counters....... **$As Below**
There are four types of Theme Decks. They are: *Overgrowth -$24,* take over the game by evolving your grass and water Pokemon to maximum toughness; *Blackout - $22,* leave your rivals in the dark as you destroy their energy with the fighting and water Pokemon; *Zap! -$28* Knock your opponent's Pokemon out of the fight with the psychic and lightning Pokemon in this deck; *Brushfire - $28.00* surprise your opponents by attacking swiftly and fiercely with fire and grass Pokemon.
Pokemon Theme Deck Display 6 or 8 decks............**$140 or $180.00**
Pokemon Booster Pack 15 cards...$6.00
Pokemon Booster Display 36 packs...$194.00

Primas Official Strategy Guide to Pokemon Trading Card Game
Full color book with complete stats on all Pokemon cards from Alakazam to Zapdos, tips on building winning decks, complete Pokemon gallery, brand-new info on Jungle cards. $18.00

Pokemon Trading Card Album Has 14 Ultra-Pro 4-card pages that holds 112 Pokemon cards back-to-back. **$15.00**

Rage

WW RAGE Trading Card Games

By White Wolf. Take control of a pack of werewolves, commanding them in battle against your opponent's pack and creatures of the Wyrm. Use special cards to arm your werewolves with mystical equipment and weapons or to unleash spiritual magic upon opponents. Outwit your opponents using social actions to strip them of their powers and award your pack more Renown for victory. There are over 300 cards in the Unlim Ed. If you order one of each display, but 2 of Legacy, pay only $105.00

Rage Starter Deck 60 cards, rules..$2.50
Rage Starter Display 10 decks...$20.00
Unlimited Version Starter Decks. Every starter deck is different.
Rage Booster Pack 12 cards..$1.00
Rage Booster Display 24 packs...$20.00
Unlimited Version Booster Packs. There is one special Past Lives chase card in every 276 cards.
The Umbra Booster Pack 12 cards..$1.00
The Umbra Booster Display 24 packs $20.00
Limited Edition Expansion, which explores the mystical spirit realm known as The Umbra. An all-knew territory to explore with new and powerful enemies.
The Wyrm Booster Pack 15 cards..$1.00
The Wyrm Booster Display 24 packs $20.00
Limited Edition Expansion, which allows you to play packs of Wyrm creatures. Now you can battle against those pathetic packs of Garou who struggle to save a planet you've already conquered.
Legacy of the Tribes Pack 12 cards $1.00
Legacy of the Tribes Display 24 packs $20.00
Limited Edition Expansion. The time of the Apocalypse draws closer, and preparing for the worst, members of the tribes call forth their greatest heroes, most powerful fetishes, strongest allies, greatest resources.

Rage Across Las Vegas

FIV Rage Across Las Vegas

Rage is the fast paced fighting game of werewolf combat based on White Wolf's acclaimed World of Darkness Werewolf roleplaying game. Players form packs of werewolves and attempt to defeat the other players. There are 9 60-card releases.

Rage Phase # 1 Starter Deck 60 cards + rules **$16.00**
2 different Preconstructed Starter Decks. Get of Fenris and Wendigo.
Rage Phase # 1 Booster Pack 8 cards.......................................**$3.50**
Rage Phase # 1 Combo Display 6 decks, 24 packs...............**$162.00**
Rage Phase # 2 Starter Deck 60 cards + rules.................**$12.50**
2 different Precon. Starter Decks: Bone Gnawers and Red Talons.
Rage Phase # 2 Booster Pack 8 cards.............................. **$3.00**
Rage Phase # 2 Combo Display 6 decks, 24 packs **$140.00**
Rage Phase # 3 Starter Deck 60 cards + rules **$12.50**
2 different Precon. Starter Decks: Silent Striders and Shadow Lords.
Rage Phase # 3 Booster Pack 8 cards..**$3.00**
Rage Phase # 3 Combo Display 6 decks, 24 packs **$140.00**
Rage Phase # 4 Starter Deck 60 cards + rules.................**$12.50**

2 different Preconstructed Starter Decks: Galliard and Philodox.

Rage Phase # 4 Booster Pack 8 cards................................ $3.00

Rage Phase # 4 Combo Display 6 decks, 24 packs $140.00

Rage Phase # 5 Starter Deck 60 cards + rules $15.00

2 different Precon. Starter Decks: Children of Gaia and Black Furies.

Rage Phase # 5 Booster Pack 8 cards.. $3.50

Rage Phase # 5 Combo Display 6 decks, 24 packs **$160.00**

Rage Phase # 6 Starter Deck 60 cards + rules $15.00

2 different Preconstructed Starter Decks: Uktena and Iron Riders.

Rage Phase # 6 Booster Pack 8 cards................................ $3.50

Rage Phase # 6 Combo Display 6 decks, 24 packs $160.00

Rage Phase # 7 Equinox Starter Deck 60 cards + rules $16.00

3 different Preconstructed Starter Decks, they are: **Silver Fangs, Fiana, Stargazers**.

Rage Phase # 7 Equinox Combo Display 6 decks, 24 packs $183

Rage Phase # 7 Equinox Booster Pack 8 cards......................... $4.50

Rage Phase # 7 Equinox Booster Display 24 packs.............. $99.00

Star Trek Next Generation

DEC Star Trek Introductory Two Player Game

There are two types, Klingon and Federation. Both sets include two pre-customized 60 card starter decks, one Federation and one Klingon, with new cards being 11 new mission cards and the legendary Spock.; also have two 15 card booster packs, one from the initial white bordered booster, the other from Alternate Universe; and two black border cards: Data laughing and Admiral McCoy. The Klingon set has three black bordered Klingon cards, Mogh, Gi'ral and Ja'rod. The Federation set has three black bordered cards, Admiral Picard, Commander Data, & Commander Troy. **$45.00 each**

DEC Star Trek Next Generation

The game features fast action based on the action in the series. Game play is refreshingly different and unique. You can be Federation, Romulan, or Klingon. Your deck will include mission cards; dilemma and interupt cards; artifact cards; outpost cards; ship cards; personnel cards, crews with which to form Away Teams; etc.

Star Trek Premiere Starter Deck II 68 cards + rules $14.50

Has 60 cards from the Unlimited Edition, rules, and 8-fixed limited ed black bordered cards with 6 new missions, new outpost, new event.

Star Trek Premiere Starter Deck II Display 12 decks.......... $150.00

Star Trek Next Generation: Booster Pack 15 cards $4.50

Unlimited Booster Disp $140.00

A random assortment of 15 cards of the Unlimited White Border edition, with at least one rare and one uncommon card.

Alternate Universe Expansion 15 cards.................................. $4.50

Alternate Universe Display $140.00

122 new cards. 49 of these cards contain subject matter related to alternate realities or universes such as time travellers, parallel universes, etc. The remaining 73 cards expand upon existing elements of ST:TNG. The 1st Ultra-Rare Card, which is randomly packaged, is of the Future Enterprise.

Q-Continium Booster Pack 15 cards $4.50

Q-Continium Booster Display 540 cards $140.00

The second expansion for Star Trek, this one feature Q and his various meddling excursions into the Star Trek time line. Also features other cards from all areas of Star Trek.

First Contact Movie Booster Pack 9 cards $4.00

First Contact Movie Booster Display 270 cards $115.00

The next expansion for Star Trek, this one taken from the excellent *Star Trek Next Gen First Contact* movie. Includes new rules, one sheet per display.

First Contact Enhanced Pack $25.00

Has 4 First Contact Boosters and 3 new, fixed black border cards. There are 12 new cards in total, and the package tells you which 3 of the 12 cards are in it. Most new cards enhance the Borg, 2 the Fed. New cards include Gowron, Goldukat, Tomolok and Bareil as Borg, and Borg overlay cards, which can turn anyone into a borg. Amusing!

First Contact Enhanced Display 12 Enhanced Packs $255.00

Deep Space 9 Starter Deck 60 cards & rules.......................... $14.50

Deep Space 9 Starter Display 720 cards $150.00

Deep Space 9 Booster Pack 9 cards $3.75

Deep Space 9 Booster Display 270 cards $99.00

Introduces the Deep Space 9 Space Station, its captain and crew, new affiliations, the Bajoran wormhole, and the Gamma Quadrant. There are 260 new cards. Can by played with Star Trek or by itself.

Star Trek: The Dominion Booster Pack 9 cards $3.75

Star Trek: The Dominion Booster Display 270 cards $99.00

130 new cards. The Dominion affiliation, Weyoun, the Jem'Hadar, the USS Defiant, Gamma Quadrant missions, the Founders as themselves or infiltrators, garrisons, planetary subjucation. Also new rules specially for the Jem'Hadar, the Founders, etc.

Blaze of Glory Booster Pack 9 cards $3.75

Blaze of Glory Booster Pack Display 30 packs...................... $99.00

130 new cards. A new battle side deck, two dozen Klingons and Romulans, collectable diffraction foil cards, powerful new starships, new ways to take and exploit captives, an arsenal of hand weapons.

Rules of Acquisition Booster Pack 9 cards $3.75

Rules of Acquisition Booster Pack Display 30 packs $99.00

130 new cards. The Ferengi affiliation, Rules of Acquisition cards, arms dealers, commercial exploitation, vacuum-desiccated Ferengi remains, treachery, greed, bribery, extortion…

Star Trek Next Gen. Card Game Factory Set $150.00

This Limited Edition Collector's Tin for Star Trek the Next Generation Customizable Card Game contains all 363 common, uncommon and rare cards from the basic set. Cards are printed with a distinctive silver border.

Star Trek Official Tournament Sealed Decks

Contains 12 fixed-contents tournament decks, each of which contains 4 packs of Unlimited Boosters, 1 Alternate Universe Booster, 1 unique 20 card pack, limited edition, made exclusively for this product. Comes in a box that can hold 300 unsleeved cards. Inside the sealed external wrapper, each box has one of six random different cover designs, being Borg, Bajoran, Cardassian, Federation, Klingon and Romulan. *You cannot specify which you want.*

Star Trek Official Tournament Sealed Deck $30.00

Star Trek Official Tournament Sealed Deck Case (12 dcks) $310

Star Wars Episode I

DEC Star Wars Episode I Introductory Game

Contains four 40-card preconstructed decks, for 2 – 4 players. Features an easy to understand rulebook, that teaches gameplay and then how to customize decks. Not compatible with the below. **$40.00**

DEC Star Wars Young Jedi Menace of Darth Maul

Not compatible with the original Star Wars CCG, this all new game presents the characters, starships, locations and these from the new Star Wars movie. This first release focuses on the actions taking place on one of the planets featured in the movie. 140 limited edition cards are in this release. Please note that the rules and gameplay are very simple, much like *Magic:TG Portal*. Has foil cards randomly inserted.

SWYJ Menace of Darth Maul Starter Deck 60 cards + rules .$16.00

Has two 30 card playable decks, one Light Side, one Dark Side.

SWYJ Menace of Darth Maul Starter Display (720 cards)..$170.00

SWYJ Menace of Darth Maul Booster Pack 11 cards $4.75

SWYJ Menace of Darth Maul Booster Display 30 Packs..... $122.00

DEC Star Wars Young Jedi The Jedi Council

140 new cards. Two major changes - Coruscant characters and the addition of six new location cards. Starter decks are fixed and contain 10 cards not found in the booster packs. Foil cards appear only in the booster packs at a ratio of 1:99 cards.

SWYJ The Jedi Council Starter Deck 60 cards + rules $16.00

SWYJ The Jedi Council Starter Deck Display (720 cards)..$170.00

SWYJ The Jedi Council Booster Pack 11 cards $4.75

SWYJ The Jedi Council Pack Display 30 Booster Packs...... $122.00

DEC Young Jedi Collector's Box

Contains 12 booster packs of 11 cards each, (same as above), a sturdy card holding box with a picture of Darth Maul on it, & card list................ $63.00

Star Wars

DEC Star Wars Premiere Introductory 2 Player Game

The Star Wars universe comes alive as the Rebel Alliance battles against the unrelenting power of the Galatic Empire. Choose to play the Rebel side or the Imperial side. This game equips you with two ready to play 60 card starter decks, a full color 20 page rulebook, and six unique cards only found in this set, including Luke and Darth Vader.

DEC Star Wars Unlimited Edition

The Rebel Alliance battles against the unrelenting power of the Empire. One player controls the Rebel Alliance and the good side of the Force, the other plays the Empire and the Dark Side of the Force. Each Starter Deck contains 30 random Light Side and 30 random Dark Side of the Force cards. Booster packs have a random mix of cards from both sides of the Force.

Star Wars Starter Deck 60 cards + rules $14.50

Starter Deck Display (720 cards).. $150.00

Star Wars Limited Starter Deck 60 cards + rules $18.00

Star Wars LimitedStarter Deck Display (720 cards)............... $194.00

Star Wars Booster Pack 15 cards $4.50

Booster Pack Display (540 cards) $140.00

Star Wars Limited Booster Pack (15 cards)............................. $8.00

Star Wars Limited Booster Display (540 cards) $259.00

New Hope Limited Booster Pack 15 cards $6.00

New Hope Limited Booster Display (540 cards) $180.00

Cards taken from the movie Star Wars only, focusing on the Rebels attempts to destroy the Deathstar, and Darth Vader's attempts to stop them by destroying their hidden base.

New Hope Revised Edition unlimited Booster Pack 9 cards $3.75

New Hope Revised Edition Booster Display 30 packs $99.00

Hoth Limited Booster Pack 15 cards $6.00

Hoth Limited Booster Display (540)...................................... $190.00

Hoth Unlimited Booster Pack 9 cards $3.75

Hoth Unlimited Booster Display (270 cards)........................... $99.00

Set in The Empire Strikes Back movie. This expansion focuses on the Empire's assault upon Hoth, and the Rebel's attempt to stage a successful withdrawal.

Dagobah Limited Booster Pack 9 cards $6.00

Dagobah Limited Booster Display 540 cards $325.00

Yoda makes an appearance. Also included are Jedi Training, new weapons, asteroids, the Executor, TIE Bombers, Space Slugs, Bounty Hunters. Features 180 new limited edition cards.

Dagobah Unlimited Booster Pack 9 cards................................. $3.75

Dagobah Unlimited Booster Display 540 cards........................ $99.00

See description above, but this one with unlimited cards.

Cloud City ESB Booster Pack 9 cards.. $3. 75

Cloud City ESB Booster Pack Display 540 cards................. $189.00

The next limited expansion set in the *Empire Strikes Back* movie. We see Boba Fett, the Cloud City's denizens, etc.

Cloud City Enhanced Packs 3 ltd cards + 36 cards in 4 packs .$23.00

Each pack has three Limited Edition Premium Cards and 4 9-card booster packs. The four types are: *Chewie with Blaster Rifle* (also has Lando in M.Falcon and Quiet Mining Colony); *Lando with Blaster Pistol* (also has Z-95 Bespin Defense Fighter and This Deal is Getting Worse); *Boba Fett in Slave I* (also has 4-LOM with Concussion Rifle and Any Methods Necessary); and *IG-88 with Riot Gun* (also has Dengar in Punishing One and Crush the Rebellion.)

Cloud City Enhanced Display 12 Enhanced Packs............... $250.00

Jabba's Palace Booster Pack 9 cards.. $3.75

Jabba's Palace Booster Pack Display 540 cards $199.00

Jabba the Hutt has captured Han Solo, and the Rebels must rescue him. But first they must use disguise to get past Jabba's henchmen, bounty hunters, and pets. 108 new cards.

Jabba's Palace Enhanced 3 ltd cards + 36 cards in 4 packs $23.00

Each pack has three Limited Edition Premium Cards and 4 9-card booster packs. The packs are: *Mara Jade the Emperor's Hand, Master Luke, See Threepio* (includes Mara's lightsabre), *Boushh.*

Jabba's Palace Enhanced Display 12 Enhanced Packs.......... $250.00

Endor Booster Pack 9 cards... $3.90

Endor Booster Pack Display 30 packs.................................... $102.00

Contains 180 new cards. Tied closely to Endor and the force. Also Scout Walkers, Biker Scouts, and Rebel Strike Team., and foil cards randomly inserted in one in nine booster packs.

DEC Star Wars Special Edition

A new 324 card limited edition set which features art from the three Special Edition movies, which were re-releases of the old movies plus new computer graphic characters, scenes, ships and vehicles, etc.

Star Wars Special Ed Starter Deck 60 cards + rules.............. $18.00

22 of the 60 cards are fixed, so are immediately playable. Come as either Dark Side or Light Side. You can specify which, but if we run out of one , we'll supply the other. Large format rules version 2.0.

Starter Deck Display (720 cards).. $190.00

Star Wars Special Ed Booster Packs 9 cards $3.75

Star Wars Special Ed Booster Display 30 packs cards........... $99.00

Star Wars Enhanced Premiere Pack .... $See Below

There are six types of Enhanced Premiere Packs in the display. Each Pack has a limited edition character card with weapon, plus four unlimited booster packs. The six types are Darth Vader with Lightsaber **$22.00**, Luke with Lightsaber **$22.00**, Obi-wan with Lightsaber **$22.00**, Boba Fett with Blaster Rifle **$35.00**, Leia with Blaster Rifle **$40.00**, Han with Heavy Blaster Pistol **$40.00**. You can specify which one you want, but if we run out, we will supply another at random, at the correct price. Display of 12 Packs.

Star Wars Reflections: A Collector's Bounty

A special limited edition release. Each display has thirty 18-card packs, each pack contains one foil card out of 114 possible foils, of varying rariety, plus a mix of white and black border cards, with a high number of rare cards per pack. The foil cards look fantastic!

Star Wars Reflections Pack 18 cards $7.50

Star Wars Reflections Display 30 packs $202.50

Star Wars First Anthology $100.00

Sold out commercially, this limited edition is now only available from secondary markets, hence the high price.

Star Wars Second Anthology $50.00

A limited edition heavy duty cardboard box that fits over 800 Star Wars Cards. Inside the box are eight Unlimited Booster Packs, two limited Dagobah Packs, two packs of Cloud City, plus a free bonus selection of 6 white border preview cards from a future set, including Mon Calamari Star Cruiser, Sarlacc, Mon Mothma, etc.

Star Wars Official Tournament Sealed Decks

Contains 12 fixed-contents tournament decks, each of which contains 4 packs of Unlimited Boosters, 1 New Hope Booster, 1 unique 18 card pack, limited edition, made exclusively for this product. Comes in a box that can hold 300 unsleeved cards. Inside the sealed external wrapper, each box has one of six random different cover designs. *You cannot specify which you want.*

Star Wars Official Tournament Sealed Deck $30.00

Star Wars Official Tournament Sealed Deck Case (12 dcks) $310

Tomb Raider

PRE TOMB RAIDER CCG

Based on the computer game, this revolutionary CCG captures the heart and soul of Tomb Raider. Move! Fight! Think! and Search! To be the first to find the hidden treasure and win the game. Legendary quests, fabulous items, and daring raiders all combine with game play features like upgrades, save points, and escalating difficulty.

Tomb Raider 2 Player Quest Deck Set Has two quest decks with 50 cards each and two booster packs. Decks are Tombs and Caves. $37.00

Tomb Raider Starter Deck 50 cards, rules, dice, piece, bstr pack $17.00

There are 2 starter deck types: *Trapped in the Tombs*, where Lara uses her wits to search for ways to circumvent the tomb's ancient traps; and *Into the Caves*, where Lara needs frequent use of her gun to kill sinister monsters.

Tomb Raider Starter Deck Display 10 Starter Decks....................... $153.00

Tomb Raider Booster Pack 8 cards... $3.50

Tomb Raider Booster Pack Display 48 packs $152.00

Jyhad & Vampire: the Eternal Struggle

WIZ JYHAD TRADING CARD GAME

This game by Wizards of the Coast, is a collectible card game set in White Wolf's dark Vampire: the Masquerade world. These cards are *fully compatible* with the new Vampire: the Eternal Struggle CCG. There are over 400 cards in the set. Limited stocks, so be quick.

$40.00

Jyhad Starter Deck 76 cards, rules $5.50

Jyhad Starter Display 10 decks, 760 cards.................................. $50.00

Jyhad Booster Pack 19 cards.. $1.95

Jyhad Booster Display 36 packs, 684 cards $60.00

WIZ Vampire: The Eternal Struggle

Wizards of the Coast have released 2nd Edition Jyhad, which they have called Vampire: The Eternal Struggle. The cards are compatible with Jyhad, and both sets of cards can be used in tournament play. The rules in this new version are reformatted and easier to understand. Variant rules increase the speed of play. Only some of the artwork and cards are new. There are over 300 cards.

Vampire: TES Starter Deck 76 cards + rules $18.00

Starter Display (760 cards).. $150.00

Dark Sovereigns Booster Pack (15 cards) $4.00

Dark Sovereigns Booster Disp (540 cards)............................ $140.00

Adds Clans Giovanni and Ravnos, and new disciplines. 100 new cards in the set.

Ancient Hearts Booster Pack 12 cards $6.00

Ancient Hearts Booster Disp (540 cards) $200.00

The tragic legacies of Mediterranean Kindred: the Camarillia, Assamite, & Set.

Warlords

ICE Warlords

A simple, fast, fun, multiplayer (2 – 8 players) fantasy game, based on the popular computer game. For the new special price, it's great value. You assemble your heroic followers, gather your armies, and build citadels. Venturing out to explore, find treasure, or wage war, you avoid or crush cruel beasts and outmaneuver your foes' warriors and armies. Using strength and guile, you try to be the first to rise as the supreme warlord. 251 cards in the set.

Warlords Combo Display 8 Starter Decks, 16 Boosters. $20.00

Each Display has eight different starter decks, each being a different "faction", and 16 Randomised 12-card booster packs, but without rare or uncommon distinctions. Therefore, it is easy to collect an entire faction.

Xena

WIZ Xena: Battle Cry

Contains original Xena cards plus new Battle Cry Cards. You assume the role of a warrior king or queen. Battling with other monarchs over the ancient lands, you command characters and use amazing actions to outwit your opponents and drive them from the battlefield.

Xena Battle Cry Starter Deck 40 cards, rules.................................. $11.00

There are six types of Starter Decks: **Centaur & Seers, Immortal Favor, Dirty Deeds, Siege Engine, Rough Riders, Divine Wrath.**

Xena Battle Cry Starter Display 18 decks. $178.00

Xena Battle Cry Booster Pack 13 cards $4.50

Xena Battle Cry Booster Display 585 cards $180.00

X- Files

USP X- FILES Trading Card Game

Features photos taken directly from the award-winning TV show featuring agents Fox Mulder and Dana Scully. The cards are designed to look like reports and files from the desks of the FBI and should appeal to both games and non-gamers alike. Covers the first season and the encounters they had that year, from weird critters to government plots and cover-ups. Your resources are a team of FBI Special Agents, investigative equipment, witnesses, etc. The challenge is to overcome conspiracies and government cover ups as well as paranormal phenomena and supernatural activities.

X-FILES Starter Deck 60 cards & rules	**Crazy $2.50**	**Was $15.00**
X-FILES Starter Display 720 cards	**Crazy $25**	**Was $172**
X-FILES Booster Pack 15 cards	**Crazy $1.00**	**Was $4.00**
X-FILES Starter Display 720 cards	**Crazy $25**	**Was $129**

Trading Card Accessories

CRF81117 Magic the Gathering Collector's Album $9.00

A stunning collectible card game 3-ring Collector's Album, designed for Magic: the Gathering, but usuable with any cards, of course!

CRF81169 Mirage Collector's Album Special $7.00

A stunning collectible card game 3-ring Collector's Album, designed for Magic: Mirage, but usuable with any cards, of course!

$270.00

CRFRPJ-N8-2U Card Album $12.00

High quality card album that fits the Superpro Sheet Card Holders.

CRF 9 Pocket Sheet Card Holders (1) $0.50

Each sheet fits in the above Collectors Album Ringbinder, and fits 9 cards. The plastic is totally transparent, and protects the cards from any scuffing, etc.

CRF81100 DECK PROTECTORS $12.50

The protectors are only marginally larger than the card, so that card does not float around inside the protector and get scratched - the protectors fit into the pocket album pages; you can use them during game play, and they have no PVC, so they protect the cards while in storage. There are 100 protectors in one deck. There are 10 decks in one display. For a whole display...

Black-back Deck Protectors These Ultra Pro rigid top loading card protectors have black, non-transparent backs, so that your opponent cannot see the backs of your cards. **$13.50 each** or for a whole display **$119.00** 10 decks.

Red-back Deck Protectors These Ultra Pro rigid top loading card protectors have black, non-transparent backs, so that your opponent cannot see the backs of your cards. **$12.50 each** or for a whole display **$109.00** 10 decks.

CRF Floppy Card Sleeves (100) $2.00

For this ridiculously little price, you get 100 card sized floppy, plastic, transparent sleeves. Each sleeve fits one card, and is a great way to protect your cards while keeping them in a usuable format.

CRF200CB Ultimate Collection 200 Card Plastic Box $2.50

Made of durable, rigid plastic, this box fits 200 trading cards. Great value for this price. Limited stock available.

Role Playing Games

Color Code

🟥 New Item Now Available and in Stock

🟩 New Item Not Yet Released

7th Sea

7th SEA PLAYER'S GUIDE By AEG. Discover the world of 7th Sea, where swashbuckling mixes with sorcery and piracy in heroic action. This is a world where secret societies, intrigue, and dashing acts of derring-do abound. Includes a quick-start guide, over 100 pages of source information on Theah, the world of 7th Sea. Rules use a unique bidding system, giving players and GMs control over the mechanics of the game. Hardback. $54.95

7th SEA GAME MASTER'S GUIDE The perfect companion to the Player's Guide, this hardbound volume contains everything from helpful hints to downright dirty tricks, plus a wealth of information on the world and its nations, cultures, secret societies. Hardback. $54.95

7th Sea Compendium Details later. *Due Feb.* $?

7th Sea GM's Screen & The Erebus Cross # 1 Typical GM screen, plus the first part in a 3 part adventure that leads the players across main land Theah. Also info from the Explorer's Society sourcebook.. $36.95

Scoundrel's Folly: Erebus Cross # 2 As the idle rich of Theah hunt fearsome monsters on a weird island, someone watching from the shadows knows the true terrible powers of the island, and only you can stop him. $22.50

The Arrow of Heaven: Erebus Cross # 3 An ancient machine that can destroy whole worlds or even stars has been discovered, and your player characters must stop sinister factions from getting their hands on it. $22.50

Nations of Theah Book 1: Pirate Nations With maps and descriptions of three pirate locales, statistics and descriptions for all of Theah's pirate factions, sailor sourcebook, new rules for boarding actions, etc. $36.95

Nations of Theah Book 2: Avalon History, background, personalities on the three nations that comprise the Glamour Isles; the Sidhe are presented, letting you create Sidhe heroes; new rules, monsters, two page map. $36.95

Nations of Theah Book 3: Montaigne Detail information on the courts and intrigues of the Sun King, including his famous musketeers and world renowned Le Garde Éclair. Also campaigns & guerilla war. *January* $36.95

The Knights of the Rose & Cross Unafilliated with any nation, the Knightly Order stands for honor and justice. However, behind the dashing smiles is a secret that will change Theah forever. Detail history & background. $36.95

Villain's Kit If you buy this 64 page book, it includes a Free Sign Up page with a golden-stamped membership number, that gives you one years membership to Novus Ordum Mundi at AEG in the USA. Has an introductory treasure hunt; a unique tavern full of NPCs; how to build the perfect villain; four new action maps; and a campaign construction sheet. $45.95

Aberrant

Aberrant RPG By White Wolf, this complete RPG is the prequel to Trinity RPG, dealing with the Aberrant Era. Set in the early 21st Century, before the devastating war against humanity, this game allows you to be one of these doomed beings of vast power, and to experience their struggles to avoid the coming cataclysm. Was it a Golden Age or Hell on Earth? What were the aberrants really like? Were they really mad gods running rampant across the world? 296 pages. Softcover Version. $45.95 Hardcover Limited Ed $55.50

Aberrant Storytellers Screen Typical GM screen plus a 72 page book containing setting information including the effects of novas on existing corporations, religions and cults. Also a complete story. $27.95

Aberrant Dice A set of ten 10-sided gold and blue dice & bag. *Feb.* $13.95

Aberrant: Fear and Loathing Duke Rollo, the direct and uncensored gonzo journalist of the Aberrant world is back with more irreverent insights into the ironies of life in a nova-loving society. *Due June.* $9.50

Aberrant: Project Utopia Project Utopia wields unimaginable resources and controls more novas than anyone else. They are stalwart guardians of peace & security. So why are some novas trying to destroy them? $36.95

Aberrant: Teragen The novas of the Teragen are cast as monsters, villains, and rogues. Here is their history, deviant personalities, heaps of new powers, & strange techniques to deal with Taint. *Due February.* $32.95

Aberrants Worldwide Some of the world's new heroes are its demons. Others are its politicians. The vigilant few are nervous. This is the beginning of the end of the golden age of novas, the beginning of dark times. *April.* $39.95

Aberrant: XWF X-treme Warfare Federation shootfighters take recreational combat into the extreme zone of skin-ripping, blood boiling, bone-crushing physical trauma. Also sponsors, viewers, etc. *Due March.* $9.50

Aberrant: Year One Details the world as it stands in 2008. Presents fourteen story locations from around the world; various new dangerous technology; characters for players to interact with – good and bad. $27.95

Expose: Aberrants Fugitives, murderers, or unsung heroes? The nascent Aberrants organization and its fight against Aeon's Project Utopia. $9.50

Alternity

INTRODUCTION

Incident at Exile Fast-play Game The perfect, cheap intro to Alternity. This 48 page book has everything needed to explore this wonderful and terrifying future in a self-contained roleplaying game. The rules are a shorthand version of the full game, and there is also a full adventure. $8.95

Alternity Adventure Game The Adventure Begins Now This introductory boxed set introduces new players into an exciting sci-fi universe where they control the action, a place full of adventure, wonder and terror. Has all the rules required to begin playing, also an adventure book full of scenarios, pregenerated heroes to begin playing fast; GM screen and dice. $17.95

CORE RULES

ALTERNITY Player's Handbook By TSR, this full color book, written especially for players, features a fast-play introduction that allows you to start playing quickly, guidelines for creating science fiction heroes, and rules for combat, challenges, encounters, aliens, mutations, psionics, and future equipment. Tons of full color & B&W art. Looks good - TSR finally made a worthy entrance into the Sci-Fi genre. 254 pages. $53.95

ALTERNITY Gamemaster Guide This full color volume with 256 pages and hardback cover has everything needed to moderate the *Alternity* game, including rules for creating characters, adventures and campaigns for any sci-fi setting; a Fast Play chapter that teaches the basics of moderating the game and provides a starting adventure; starships construction rules and a tactical space combat system; star system design rules, thirty aliens and creatures; how to designs aliens & alien artifacts, etc. $53.95

ACCESSORIES

Alternity Campaign Kit Features a four panel GM Screen and 32 pages of record-keeping aids, including supporting cast forms, character sheets, hero roster, ship diagrams, and ship logs. $21.95

Alternity Dataware This handbook provides expanded rules, game stats and descriptions for using or designing futuristic computers, robots, and other types of artificial intelligence. A comprehensive section on the cyber-reality of Gridspace details hacking, netrunning, & virtual reality. Can be used with Star Drive. $30.50

Alternity Starships For players and GMs, presenting everything about spaceship construction. Also has a list of new equipment for campaigns from the Fusion Age to Energy Age, over 16 deck plans for ships from one-man fighters to corvettes. Also drivespace, jump gates and hyperspace. $33.95

Alternity Tangents Imagine a world, parallel to ours, where the Roman Empire never fell, or where millions live in underwater cities…this sourcebook lets you design hundreds of strange new worlds in parallel dimensions. Also has an adventure in which 3 – 6 heroes must track down a group of terrorists who have escaped into another dimension. $33.95

Beyond Science: Guide to FX A fresh new look at the rules for FX or paranormal abilities such as magic and superpowers. Compatible with any Alternity game. Over 100 new arcane magic, faith and super powers FX skills in eighteen specialities, including alchemy, energy control. *Due Feb.* $33.95

Mindwalking: A Guide to Psionics Expands upon the psionics rules from the Player's Handbook, adding new skills and powers. Can be used with Star Drive and Dark Matter. 25 new careers, new artifacts, equipment. $33.95

STAR DRIVE

STAR DRIVE CAMPAIGN SETTING The first campaign setting for *Alternity*. This hard cover book features stunning cover art and 256 full color pages, packed with illustrations, star maps, maps of cities, deck plans, etc. It is the dawn of the 26th Century, a time where humankind, after centuries of warfare, stands on the threshold of greatness or the brink of destruction. One entire colony in the Verge was destroyed in a matter of hours, with no survivors. Who or what was responsible? The event is called The Silence. Includes history, all aspects of 2501AD human society, from medicine, religion, cybertechnology to the Grid and robotics; 13 stellar nations; the Verge, etc. $53.95

Star Drive Campaign Supplements

Alien Compendium: Creatures on the Verge Inside this 128 page full color volume are more than 60 detailed descriptions of aliens that live in and around the planets of the verge. Creatures range from cystaline lifeforms to sea creatures. $39.95

Alien Compendium II: The Exploration of 2503 A comprehensive guid with dozens of new aliens creatures, plus a guide to creating new and unique aliens. 96 pages. *Due April.* $35.95

Alternity Arms & Equipment Guide From protective gear to weapons of mass destruction, from merchant equipment to VergeTech to MegaCorps and Personal Security. More than 100 items are detailed, with descriptions, game stats, & illustrations. $30.50

Klick Clack A Klick base has been discovered, and now the Concord takes the war to the enemy. This adventure allows the players to assault a Klick base and get inside a Klick attack ship. $17.95

Outbound: An Explorer's Guide For scouts and heroes who dare to venture into the unknown reaches of the Verge. Has three detailed star systems to explore, info on the Concord Survey Service, new equipment and careers, exploratory adventures, new alien species. $33.95

Planet of Darkness The planet Lison is cloaked under a veil of darkness, while its inhabitants mine precious metals. A discovery is made of something which could change the balance of power in the Oberon system for ever, amidst endless machinations between stellar nations and megacorps. $24.95

Star Compendium: Systems of the Verge An updated map of the Verge. Overview of the state of the region. How the Verge colonies relate to each other. An indepth look at six systems including settled worlds, lost colonies, fledgling outposts and virgin territory. In full color. $39.95

System Guide to Aegis Aegis System is the heart of the Verge. Reveals info about the entire star system, from the mysterious origins of the water-planet of Bluefall, the secrets of the Deepfallen to the gas giant Redcrown, and an adventure involving the Regency & Thuldan Empire. With map. $33.95

The Lighthouse Lighthouse is a starfaring outpost that roams the Verge and provides a starting point for adventure. Included are maps, ready to use supporting cast members, etc. $24.95

The Last Warhulk The first full length adventure for the Star Drive setting. A relic from the last galactic war is discovered. This ancient warship continues to fight, although the conflict ended decades ago, threatening millions of lives. Can you disable the ship or convince the AI to quite the war? $24.95

Threats from Beyond A collection of adventure hooks, news reports, interviews and other data that uncover a massive galactic conspiracy, plus evidence on the emerging alien menace known as the Externals. These creatures have began an invasion that could wipe out humanity. $33.95

STAR DRIVE NOVELS

The Harbinger Trilogy

1. Starrise at Corrivale Great reading – I read all 370+ pages in three days! Gabriel Connor is a Concord marine with great opportunities before him, until he is made the scapegoat of a political disaster. But as he finds himself up against the governments of two planets in the Verge, Voidcorp, and Concord friends-became-enemies, he finds Concord has not finished with him yet. While trying simply to survive, he stumbles across part of the mystery about The Silence, but he doesn't like what he finds…nor will you! $10.95

2. Storm at Eldala Gabriel Connor and his fraal friend Enda continue to carve out a living amongst the worlds of the Verge, accepting a contract to survey a new world. But old enemies hunt them relentlessly, and they stumble across alien artifacts/ruins millions of years old. $10.95

3. Nightfall at Algemron An alien menace looms on the outer reaches of known space while vying factions grasp for control within the settled systems. Gabriel goes to a system with ruins of a forgotten civilization. *April.* $10.95

Miscellaneous Star Drive Novels

1. On the Verge War erupts on Arist, a frozen world in the borders of known space. Lieutenant Damion Witzko and the Concord Marines charge in to prevent the conflict from escalating offworld, but soon discover that an even darker threat awaits them. $10.95

2. Starfall A collection of short stories set in the Star Drive setting, written by such leading science fiction authors as Michael A. Stackpole, Diane Duane, Robert Silverberg, etc. $10.95

3. Zero Point Peter Sokolov, a bounty hunter and cybernetic killer for hire, apprehends his target, a Japanese woman. But they encounter a derelict alien spacecraft and learn that the only way they can survive is to trust each other. This really is a great novel, you can't put it down. More twists than a braid! $10.95

DARK MATTER

DARK MATTER CAMPAIGN SETTING In the modern world, not everything is as it appears. Paranormal occurrences and occult activities are becoming everyday happenings. These events are quickly hidden from public view by various world governments and other organizations. Doorways to other worlds are opening, and it's up to the heroes of the Hoffmann Institute to determine friend from foe, good from evil, and conspiracy from happenstance. Already the entire world is threatened by far reaching conspiracies. $53.95

The Killing Jar Stand alone adventure. A case of grand theft auto quickly escalates into a more serious investigation, leading the heroes to a sinister forensics lab, a forgotten burial mound, and a conspiracy. $24.95

Dark Matter Arms & Equipment Guide Based on real-world, modern day technology, with dozens of new guns and hundreds of gadgets, tools, and useful devices that are usable in any modern day RPG. *Feb.* $33.95

Alternity StarCraft

Alternity StarCraft Adventure Game Based on the popular computer game by Blizzard Entertainment. Brings the Zerg, Protoss and Terran characters, creatures and vehicles to the Alternity roleplaying system. *Mar.* $35.95

Ars Magica: 4th Ed

ARS MAGICA 4th Ed The new edition of Ars Magica by Atlas Games. This is the world of Mythic Europe. It is a place where the glories of the Classical world are dust and the promise of the Renaissance is yet to come. The time is the 13th century, 1220 to be exact. Life is a struggle: wars and plagues stalk the land, the church and kings rule with an iron fist. Yet Mythic Europe is also a place of magical wonder, inhabited by all the creatures of folktale and myth. What the folk of the land believe holds true: faeries and rural spirits must be placated; demons corrupt everything they touch; divine power is accessible through prayer; and magic is everywhere. You will play a magus, a member of the mystical Order of Hermes. $54.95

A Medieval Tapestry Within these pages lies the wealth of Mythic Europe - its colorful inhabitants. This collection describes more than fifty characters in detail. It includes backgrounds, adventure seeds, relevant historical and saga information, complete statistics, etc. $37.50

Festival of the Damned Two classic adventures fully revised. The Ghoul of St. Lazare begins with the discovery of a mutilated corpse. Festival of the Damned sees the forces of Hell back in St. Lazare. $35.95

Hedge Magic Features 4 non-Hermetic magical traditions of Mythic Europe. The Cunning folk live close to the land. Natural Magicians study the classical works of antiquity, unearthing new secrets. Spirit Masters call magical beings of diverse sorts. Ascetics are able to take their minds and bodies beyond the mundane limits of the world. $26.50

Heirs to Merlin: the Stonehenge Tribunal Details Mythic Europe's England and Wales. From tales of King Arthur to the death of Thomas Becket; the order of Hermes; the druids' stone circles. *Due Dec.* $42.50

Kabbalah: Mythic Judaism Delves into the Jewish Quarters of Mythic Europe, investigating the full spectrum of Jewish law, history, faith and legend. Reveals the mysteries of Kabbalah, its scope ranging from gematria to the Tree of Life to the creation of golems, and two new classes of hedge wizards: baal shem & necromancers. $37.50

Ordo Nobilis: Mythic Europe's Nobility Detailed picture of the noble life by defining what a noble is, what various ranks and titles mean, a new system for monetary record-keeping, resolving legal conflicts. *March.* $49.95

Parma Fabula Contains a 4 panel GM screen and a 32 page booklet, which has a storyguide that can be used in any saga, including artefacts and other noteworthy items; a fully described library; non-player characters, etc. $25.50

Return of the Stormrider Vanquished twenty-three years ago, the tempest rises again. The Storm Steed's hoofprints scorch the earth as the Stormrider lays waste to everything in his path. Includes pregenerated characters plus the adventure. Good for new players too. $25.50

The Dragon & the Bear The sourcebook of the Novgorod Tribunal, covering the eastern lands of Mythic Europe, from Poland to Russia to the steppes where the Mongol horde waits to descend upon the west. Examines slavic faerie, pagan Volkhvy priest-wizards, and Novgorodian landscape. $44.95

The Fallen Angel When something terribly evil from beyond the moon falls to earth, the magi find themselves frighteningly powerless. The magic must discover the secret of the demon's essence and from its native substance forge a weapon to destroy it. Then of course, they must find some-one fool enough to wield it... $22.50

The Mythic Seas This book examines the ships that travelled the ocean waters, offering rules for their creation and maintenance. It delves into the myths and legends of the deep, plus rules for trade. Has a host of sea-beasts, mundane and magical. New spells, new books, new character archetypes. $31.50

The Wizard's Grimoire This fully revised edition features new templates for player character magi, essays that examine topics of concern to the wizardly class, rules for improving laboratories in a myriad of ways, sample magic items, 100 new spells, etc. $41.95

Ultima Thule The sourcebook of Norway, Sweden, Denmark, Iceland, and Greenland. Describes the denizens, culture, deities, etc. Also rules for Norse character creation, vitki runemasters, Finnish wind wizards, etc. $38.95

Attack of the Humans

ATTACK OF THE HUMANS RPG A humorous roleplaying game set in today's society, but with one difference – there are monsters among us. Humans, united by a common cause, rise up to meet this new threat. The last time monsters were on the earth they had the advantage, as we only had swords and knives, but this time the humans have better weapons! With 85 unique skills, 47 monsters, humorous game system, equipment, etc. $17.95

Babylon Project

Babylon Project Gamemaster Resource Kit Includes a stunning 3 panel GM screen, master copy of the character record sheet and character worksheet, two full color pages of common logos, battle patches, and a full color booklet with optional game rules, stats on the Explorer starship, & race information. $16.50

Earthforce Sourcebook It's finally been released! Outlines the structure of Earthgov's military arm, delves into military life, details Earthforce facilities and ships, and features a complete miniatures game of ship to ship combat, with ship record sheets provided for most Earthforce ships, and some Narn, Centauri, and Minbari ships, and with color cut-out counters for all ships. $19.95

Ivanova Is God XL T-Shirt With photo of Claudia Christian. $29.95

Baron Munchausen

BARON MUNCHAUSEN The Extraordinary Adventures of A highly irregular and amusing, complete roleplaying game in just 24 pages! By Hogshead Publishing. The whole book is written by the Baron himself, who digresses into one of his stories every other paragraph. To quote the Baron, "My game is a simple one, based upon a ritual I observed in the tribes of the remote Amazon, which they practise while preparing food. I was able to study the ritual in some depth since I had undergone the misfortune of being captured and was indeed the food…ah, but I am meandering again. The game is simple. The players sit around a table, preferably with a bottle of an interesting liqueur or a decent wine to moisten their throats, and each takes a turn to tell a story of an astonishing exploit or adventure. The telling of the tale is prompted by one of the others (the game has 200 ready-made story ideas) and the rest of the company may interrupt with questions and observations, as they see fit, to which the tale-teller rebuts or avoids. The winner buys the others a drink, and then the game starts over again. $11.95

Big Eyes, Small Mouth

BIG EYES, SMALL MOUTH RPG Roleplaying in the anime world. This multi-genre RPG has been inspired by the dynamic characters and stories found in Japanese animation. Comedy or horror, fantasy or science fiction. The game emphasizes roleplaying rather than numbers and charts. Additionally, character creation can take less than ten minutes, and offers characters magic, mechs, pistols, heightened abilities, unique artifacts, etc. With amazing art, easy to follow flow charts, concise tables. $25.00

Big Robots, Cool Starships Contains the necessary mechanics to run a mecha-heavy campaign featuring the exploits of angst-ridden robot pilots, sleek combat borgs, bold starship captains, plus design rules. $29.95

Blood of Heroes

BLOOD OF HEROES RPG A superhero and villain roleplaying game. The simple yet adaptable game system is fun and easy to learn, with a quickstart section to teach you the simple mechanics. Tired of playing Goody-Two-Shoes? This game features new rules for playing and anti-heros. Choose from one of over 100 illustrated characters or create your own. Over 150 super powers. 350 pages. $45.95

Sidekick Sourcebook With new characters and campaign ideas, starter scenario, 25 new powers, new rules, revised & updated rules, gadgetry. $36.95

Blue Planet

BLUE PLANET RPG Set in the year 2199, on a water planet called Poseidon, this game is a beautiful, and credible, extrapolation of the future results of humankind's destruction of the Earth's ecological resources. Searching the universe in the year 2078AD, a probe finds a traversable wormhole that leads to the discovery and colonization of Poseidon. During the next century the colony thrives in isolation, as civilization on Earth collapses. Now the desperate and greedy people of Earth have reestablished contact with the colony, and return to exploit the valuable life-prolonging xenosilicate "Long Jong." Meanwhile, in the depths of Poseidon's oceans, the natives of the world pursue their own mysterious goals. 346pp. $44.95

Access Denied With a GM Screen, 28 new adventure hooks, a cross-referenced index, expanded character generation guide, major settlement reference data, a complete intersettlement distance chart, damage tables. $29.95

Blue Planet: Archipelago The largest and most heavily settled group of islands on the world of Poseidon. This is a frontier survival guide, with detailed maps, rich descriptions, key groups and conflicts, latest rumors, clues, plot lines, thirteen famous and infamous personalities, etc. $29.95

Brave New World

BRAVE NEW WORLD RPG "Ask not what your country can do for you. Ask what your country can do TO you." That's life if you're part of the Defiance, a loosely organised band of superpowered freedom fighters that's America's last, best hope for restoring democracy to the battered country. The American dream is dead. Welcome to the American nightmare. People with the powers of gods walk the earth. The thing most people are scared of is you. 224 pages with 64 in color, and a mini-comic. By PEG. Hardcover. $54.95

Defiants Explores the primary revolutionary movement dedicated to overthrowing Kennedy's government. *Due February.* $36.95

Delta Prime The US government's delta-powered law enforcement agency keep the USA a safe place to live. *Due March.* $36.95

Power Shield GM Screen plus 48 page adventure. A serial killer is hunting down young deltas. Defiance is being blamed for the murders. Now you have to find and stop this Ripper, without being killed yourself. $27.95

Ravaged Planet Take a tour of a world battered almost to helplessness by its superpowered deltas and the panic they inspire in the general populace. Visit America – Chicago is gone, Atlanta is radioactive ash, Manhattan is a warzone. 10 brand new power packages and the Covenant Faction. $45.95

Bubblegum Crisis

BUBBLEGUM CRISIS RPG Based on the hit anime video series, the Bubblegum Crisis RPG is packed with art and information never before published in English - it's everything you need to play in the world of 2033 AD. The AD Police were established as a special branch to deal with riots and terrorism. They now use military weapons, armored vehicles, and powered armor to protect MegaTokyo from the Boomers. MegaTokyo's help comes from The Knight Sabres, a mysterious team of vigilantes equipped with hardsuits and robotic motorcycles. $39.95

Bubblegum Crisis: Before & After Details the events, characters and equipment from the two spin-off series from BGC; AD Police which takes place before Bubblegum Crisis, where before the Knight Sabers, only the AD Police stood between man and machine; and Bubblegum Crash, set after BGC, where admidst a sea of robots and androids, the ultimate evil is backh. $28.95

Bubblegum Crisis EX Has a heap of stuff *not* in the anime series, including 3 new battlemovers, 5 new motorcycles, 7 new power suits, 7 new motoslaves, hardsuits and mods, new weapons, 24 new boomers, etc. $25.50

Call of Cthulhu

HORROR Beyond the comforting realms of society lurks an ancient and terrifying conspiracy - a sinister, eldritch mythos seething with malevolent desires. An excellent RPG! **By Chaosium.**

Call of Cthulhu 5th Edition The Great Old Ones ruled the earth aeons before the rise of man. Remains of their cyclopean cities can still be found on remote islands in the Pacific, buried amid the shifting sands of vast deserts, and in the frozen wastes of the polar extremes. Originally they came to this world from the stars. Now they sleep – some deep within the earth, and others beneath the sea. A highly recommended atmospheric, gothic-horror RPG set in H.P. Lovecraft's 1920s Earth. A real treat for serious roleplayers. The 5th edition is completely re-typeset and illustrated, and features a wealth of supplementary material - it looks great. Features include 4 scenarios, The Dreamlands, forensic pathology, an entertaining historic timeline, an illustrated bestiary. $56.95

A Cthulhu Mythos Bibliography and concordance that catalogs, one work at a time, the works of the various writers who have written about the Cthulhu Mythos. More than 2,600 works cited by author. $49.95

A Guide to the Cthulhu Cult Sifts through the ashes of history and discoves much of interest to the Cthulhu scholar. Shocking in its revelations, this book has been waited for by Cthulhu scholars & dreaded by cultists. $18.50

A Resection of Time A 64 page scenario book. At first, the death of successful archaeologist Kyle Woodson seemed an accident, an automobile crash turned fatal. When certain medical irregularities become apparent, the investigators end up travelling across the 1990s America until they reach ancient Mayan ruins. $19.95

At Your Door A 1990s campaign of six linked scenarios - a wealthy environmental organisation hire the investigators when a microbiologist disappears after reporting disturbing research irregularities. $29.95

Beyond the Mountains of Madness Over 430 impressive pages of pure adventure as you lead a new expedition into the frozen antarctic. How credible were the Miskatonic University reports of fossilised remains of ancient life forms pre-dating all know terrestreial life? Heaps of source material. $74.95

Antarctic Expedition Pack An expansion for the above. Has handouts such as a 2 panel GM screen, a cap or jacket patch, 12 pages of double sided newspaper clippings, 4 boarding passes, narrative, 2-color 16x20" map of Antarctica, and various other handouts. $29.95

The Complete Dreamlands Fourth Edition, expanded and revised. Provides all you need to know to enter the land of dreams: a travelogue of the Dreamlands, a huge gazetteer, statistics for over 30 prominent NPCs, a bestiary of over 60 monsters, a map, two adventures, 100 pages of background information. $37.50

The Creature Companion This collection of over 100 creatures is a must for any Keeper. It contains all the game statistics for each monster, as well as a travelogue of additional detail from the famed Mythos explorer Sir Hansen Poplan. Contains most of the material from Ye Booke of Monstres I & II. $39.95

Day of the Beast Originally published as *The Fungi From Yuggoth*, this revised, new edition also has 50 pages of new material including three totally new adventures. Set in 1927, the investigators must travel to four continents and the planet Celaeno. $33.95

Dead Reckonings An anthology of scenarios set in mysterious New England. Set in Arkham, Dunwich, and the small village of Martin's Beach, these adventures span the spectrum of terror. Herein the dead walk, shadowy cults clash with monstrous forces, and an abomination awaits rebirth into something worse. $25.50

Delta Green Countdown Over 420 pages! The countdown to the apocalyse has begun. Brace yourself for the final world order – the insects from Shaggai; the Uks attempt to harness the unknown; the Army of the 3rd Eye terrorists fight alien invaders; traditionalist ghouls fight heretic ghouls;etc. $74.95

Elder Party Y2K Nomination Kit The usual poster and envelope with hand-outs, etc. $29.95

Horror's Heart This dangerous investigation is set in Canada, in the 1920s. The investigators meet the powerful Lavoie family of Montreal and learn what imperils them, and glimpse a strange cult that thrives in Quebec. $21.95

Before the Fall Innsmouth Adventures Prior to the Great Raid of 1928 Four dangerous adventures set in Innsmouth, prior to the government raid of 1928. Hidden in the fallen buildings, under the silted harbor, and behind the faces of the sullen inhabitants lie secrets, malign and evil. $21.95

Last Rites Four new challenging horror adventures for today. The death of a professor is followed by new funerals; why do security ignore the theft of a mummy from an exhibition; suicide awakens guilt in a dying man… $27.95

Lurker in the Lobby The Best of the H.P.Lovecraft Film Festival, Vol 1. Has a collection of short films based on Lovecraft's works, including The Outsider, The Music of Erich Zann, The Necronomicon, the Hound, Cthulhu wore tennis shoes, etc. Your video & TV must be able to take NTSC. $29.95

Mortal Coils A new anthology of eight scenarios from Pagan Publishing. Inside is a diverse group of noisome terrors ranging from surreal horror to violent action., including a murdered professor, a pair of missing brothers, a man gone made in Kentucky, a strange kidnapping, etc. $38.95

No Man's Land The setting is WW1, the Arden Forest. You are members of the famous Lost Battalion, confronted by German soldiers & something evil and inhuman that lurks beneath the forest floor... $26.95

Nocturnum: Long Shades By Fantasy Flight. The Nocturnum campaign introduces a new alien evil to your *Call of Cthulhu* game. This first book contains a wealth of background material on this malignant new force, as well as three complete adventures. This is a post-modern setting. $33.95

Nocturnum: Hollow Winds By Fantasy Flight. Part 2. Contains an indepth examination of this inhuman threat and its apocalyptic plans. $33.95

Nocturnum: Deep Secrets By Fantasy Flight. Part 3. The players find themselves at the brink of insanity that lingers at the end of the world. At the eve of destruction they make their way to their final destination, only to find that everything they know is wrong. $36.95

Return to Innsmouth Video A 30 minute black & white movie with live actors based on Lovecraft's Shadow Over Innsmouth story. Miskatonic graduate Robert Olmstead stumbles across the ancient, evil-shrouded town of Innsmouth. He learns the towns secret history, and discovers that the curse is *already in his blood. Now he begins to transform into an immortal slave of* ancient alien gods. Your video & TV must be able to take NTSC. $29.95

Secrets Secrets that have been allowed to fester and darken in the shadows. This Fright Night scenario pack is suitable for beginning GMs and investigators, and the adventures also by experience investigators. Handouts and maps. $14.95

Taint of Madness Sourcebook discussing the recognisable forms of insanity, the historical treatment of the insane, how the mad or the incompetent are handled, and what the legal complications of being classified insane may portend. $32.50

The 1920s Investigator's Companion Split into four sections. The Roaring Twenties which details life in that period; On Becoming an Investigator which offers 140 different occupations and uses of skills; The Tools of the Trade including various forms of transportation, investigators' equipment and guns; Words of Wisdom - advice to the investigator on how to survive. $32.50

The Bermuda Triangle 1990s sourcebook. What secrets lie within the Devil's Triangle? Why was the Mary Celeste abandoned after it passed throught Triangle's waters? What caused the disappearance of an entire flight of Avengers in 1945? This is a guidebook to the entire Caribbean region, and has heaps of hard facts & Cthulhu ideas about the Bermuda Triangle. $29.95

The Book of Dzyan Non-fiction. This is a discussion of Blavatsky's mysterious Book of Dzyan, the heart of the secret books of Kie-Te, once known only to Tibetan mystics. *Due March.* $23.95

The Compact Arkham Unveiled A panoply of Arkham, circa 1928. It's business, scholars, skills, tomes of power, costs, relationships, criminals, cultists, and ordinary honest people are lovingly detailed and located, with frequent references to Lovecraft's writings. This is a revised 2nd edition of Arkham unveiled. $32.50

The Compact Trail of Tsathuggua When ancient writings are discovered on a floating iceberg, an expedition is formed at Miskatonic University to investigate. The second scenario focuses on the living horror growing behind the sasquatch legend. $14.95

The Complete Masks of Nyarlathotep The classic adventure, complete for the first time, with the lost Australian chapter and four new episodes. This is a series of linked adventures of horrifying deeds and dangerous sorcery, as the heroes try to unravel the fate of the Carlyle expedition. $42.50

The Dreaming Stone Set in the Dreamlands. There, the investigators will travel through many realms of wonders. The Temple of Loveliness at Kiran, the Jungle of Kled, the Great Library of the Dreamlands, the desolate Forbidden Lands, and the Far Side of the Moon. Will the investigators be able to halt Nyarlathotep's plan before it is too late? $19.95

The Dream Quest of Unknown Kadath Set of five comics presenting an illustrated version of H.P. Lovecraft's famous Dream cycle novella adapted and illustrated by Jason Thompson. The reader journeys with Randolph Carter through enchanted woods, perfumed jungles, haunted seas, the dreaded underworld, to the dark side of the moon, beautiful Leng, and finally to Unknown Kadath. $25.95

The New Orleans Guidebook New Orleans in the 1920's is a city of many faces. The gaiety of Mardi Gras is juxtaposed with rampant corruption. The genteel decline of the French Quarter, the location of the city's original settlement, stands in contrast to the rich opulence of the Garden District. $28.95

The Realm of Shadows A 1940s campaign by Pagan Publishing. Has source material on ghouls, the Cult of the Charnel god, and the notorious Cultes des Goules, as well as four adventures that take investigators through Massachusetts, the Dreamlands, and the rain forests of French Guiana. 200 pages. $35.50

Utatti Asfet A modern globe-trotting campaign. Investigators travel from Tonga to Louisiana to the Sudan, and then back to Tonga for the climatic meeting with the "Eye of Wicked Sight". set in the 1990s. $35.50

Ye Book of Monstres II Dozens of new races and individual creatures for use with the Call of Cthulhu RPG. Includes outer gods, eldar gods, Great Old Ones, Avatars, Servitor Races, Independent Races, Fabulous Creatures, and Unique Entities. $19.95

CTHULHU MYTHOS ANTHOLOGIES

1. The Hastur Cycle A definitive collection of stories about He Who Is Not To Be Named. These are classic stories by Lovecraft & his circle. $17.50

2. Mysteries of the Worm 2nd in the series of classic Cthulhu mythos fiction edited by Robert M. Price. $18.50

3. Cthulhu's Heirs New collection of tales, modern authors follow in the squidgy footsteps of Lovecraft & pals. $18.50

5. The Book of Iod Thirteen short stories by Henry Kuttner, friend of Lovecraft and Bloch. $18.50

6. The Azathoth Cycle Sixteen horror tales concerning the ultimate chaos, a god that created the universe by mistake, or as a joke. $18.50

7. Made in Goatswood 17 stories written by authors who admire the works of Ramsey Campbell, including one story by Campbell himself. All stories are set in that fearful part of Severn Valley. $18.50

8. The Dunwich Cycle 9 stories set where horror begins - in the Dunwiches of the world the old ways linger. Places that shelter horrifying truths. $18.50

9. The Disciples of Cthulhu The disciples of Cthulhu are a varied lot. They are obsessive, loners, dangerous, seeking to convert or use others. $18.50

10. The Cthulhu Cycle The latest collection of tales from the Cthulhu Mythos, this one starring the great tentacled monstrosity himself. $18.50

11. The Necronomicon Includes short stories and scholarly essays concerning that most unholy and blasphemous of Mythos tomes, the Necronomicon. $20.95

12. Xothic Legend Cycle The complete Mythos fiction of Lin Carter. $18.50

13. Nyarlathotep The Mighty Messenger of the Outer Gods, Nyarlathotep has also been known to deliver tidings from the Great Old Ones. All of these stories revolve around this god of a Thousand Forms. $18.50

14. Singers of Strange Songs Eleven new tales of horror, as well as three reprints of excellent but little known work by Mr Lumley. $21.95

15. Scroll of Thoth Twelve tales of the Cthulhu mythos by Richard L Tierney, all focusing upon Simon Magus and the Great Old Ones. $21.95

16. The Complete Pegana Newly set versions of Dunsany's first two books, Gods of Pegana and Time and the Gods. $21.95

17. The Innsmouth Cycle The Taint of the Deep Ones in 13 tales, including the spectre of nuclear weapons, a Freedom of Information Act searching the government coverup of Innsmouth. $23.95

18. Tales Out of Innsmouth Ten new tales and three reprints concerning the town, the hybrids living there, the strange city nearby under the sea, those who nightly lurch and shamble down the fog-bound streets of Innsmouth. $25.95

19. The Book of Eibon A tome so ancient that it was originally written in the Hyperborean language, long before Atlantis. *April.* $21.95

20. Nightmare's Disciple This first full-length Cthulhu novel contains a wealth of terror. About an insame cultist in New York who is bent on freeing a monstrous goddess from imprisonment. Opposing him is dectective Christopher James Stewart. Set in the modern world, mature readers only. $25.95

21. The Ithaqua Cycle Includes 13 tales related to Ithaqua, the elusive and utterly supernatural Wind-Walker of the Icy Wastes. $23.95

22. Alien Intelligence: Delta Green By Pagan Publishing. Eight tales of cosmic horror and personal apocalypse, as the agents of Delta Green, now working without any government support, continue to fight against the rising tides of darkness. $19.95

23. The Antarktos Cycle Tales of horror and wonder at the ends of the Earth. With The Mountains of Madness and other chilling tales of terror, set in the frozen wastes of Antarctica. 572 pages! $36.95

24. The Yellow Sign & Other Tales 600 pages being the entire body of Robert W. Chambers' weird fiction work. *Due April.* $36.95

Champions

Champions has been sold to Hero Games by R.Talsorian Games.

CHAMPIONS: The New Millennium SUPER HEROES The world of flying super heroes and super villains. By R.Talsorian Games & Hero Games. With 200 pages, 16 in color, this all new edition of Champions features the new combined Hero/RTG system, FUZION. The old Champions are all dead, but their enemies now prey on the world. Dr Destroyer, Black Paladin, Mechanon, Eurostar, to name a few, are bigger and badder than ever. Only you can stop them. You have newfound unearthly powers, but are you tough enough for the job? Features a powerful story driven setting, you can create the superhero *you* want to create; and you can design super powered weapons, martial arts and vehicles. With complete character write ups for the new Champions and their enemies, history, organisations, Bay City. $42.50

Champions: Alliances You can't do it alone. You can do things that most people only dream about, but being a hero is a hard job - you need alliances. But not just heroes need allies, the bad guys need allies too. Now get the inside data on the Guard, the Arcadian Academy, the Scions of Caine, Odyssey Research Institute, over two dozen new high powered characters, two new settings, etc. $23.50

Champions: Bay City Information on Bay City, where some of the greatest heroes and harshest villains on Earth call it home - it's the paranormal capital of the world. Details regions, neighborhoods, 30 hot spots, 20 new heroes and villains, new powers, etc. $33.95

Champions Worldwide Key cities like London, Paris, Rome, Cairo, Hong Kong and more are detailed as a tightly woven series of stories takes the heroes on a worldwide quest. New villains, new cities. *Due Feb.* $33.95

New Bedlam Asylum Dark Champions series. Takes you on a descent into madness, as you journey through the inferno of the psyche. A complete sourcebook of a very twisted setting for any modern or near-modern game, including Champions and Dark Champions. *Due March.* $47.50

San Angelo City of Heroes A city where anything is possible. Where heroes have the power to fly, to become living flame, or have inhuman strength. A city where heroes use these powers to fight crime, protect the innocent. $44.95

Enemies of San Angelo Without evil, there can be no good. Without darkness, no light. Welcome to the dark side of San Angelo. Thieves, killers, criminals for hire, villains of all kinds, with all kinds of superpowers. $29.95

The Ultimate Martial Artist 2nd Ed All the real-world martial arts plus many fictional styles, over 100 in all. Lets you create your own martial art styles, also martial arts weapons. *Due April.* $47.50

Changeling

CHANGELING: THE DREAMING 2nd Ed RPG The last game in White Wolf's World of Darkness setting, which includes Vampire, Werewolf, and Wraith. Enter into the realm of modern fantasy! Here faerie knights battle for control of ancient fiefdoms under the very noses of the mortal world. This game is filed with fantastic beings of myth and legend, from the towering honorable trolls to the sly and elusive sluagh to the mischievous pooka. These children of the Dreaming find themselves trapped on Earth, the ancient pathway to their home closed seemingly for ever. In order to survive they mask themselves in human guises and even live normal lives. This new edition does not use cantrip cards! 294 color pages. $53.95

Changeling Dice Ten D10 dice with bag. $13.95

Changeling Player's Guide Here you learn new secrets behind the origins of the nine kith. Discover the 13th kith of the Nunnehi Nations. Delve into the secrets of new Arts, and explore new Legacies and backgrounds. $37.50

Changeling Storytellers Guide Clarifications of existing rules, guidelines for maximizing use of chimera in your game, a complete FAQ list, & expanded rules for diceless roleplaying. $32.95

Changeling Storytellers Screen 2nd Ed Screen containing all the most useful charts; an introductory story, crossover rules. $25.50

Denizens of the Dreaming Enter a darker dimension with rules for playing the dark-kin. New merits, flaws, arts, legacies, and explore the history of these enigmatic creatures of dark imaginings. *Due February.* $27.95

Dreams and Nightmares Enter the world of myth and dreams. Many changelings venture into the Dreaming in search of their nearly forgotten paradise, Arcadia. Others come here in search of treasures and Dream stuff, others for adventure. $26.95

Freeholds & Hidden Glens Freeholds, concealed from the eyes of mortals, are places of splendor that dot cities and countrysides across the Earth. Any site where changelings gather may become a freehold, and some ancient glens containing natural wellsprings of Glamor still exist today. Explores seven freeholds. $25.50

Immortal Eyes: The Toybox San Fransisco, site of the resurgence of the fae on Earth. This city is perhaps the most important to the fae, for the Glamour is more powerful here than in any place on Earth. No other city contains more freeholds & magical sites than this one. $25.50

Immortal Eyes: Shadows on the Hill Welcome to Hawaii, one of the world's natural splendors. From its glittering waterfalls to its fiery volcanoes and black sand beaches. Hawaii is considered to be one of the most beautiful places in the world and a haven for Kithain seeking to flee the ravages of Banality. $9.95

Immortal Eyes: Court of All Kings The Emerald Isle. Ireland - the heart of Celtic myth & legend. Here is a land divided by petty kings, a land of ancient mysteries & of powerful magic. And most sought of all is Sivler's Gate, the last gate to Arcadia - hidden along the island's rocky shores. $25.50

Inanime: The Secret Way The few remaining vessels of the Dreaming endure in the hidden corners and secret enclaves of the world, remembering as best they can the lost days. They are the Inanime, the last children of the Great Slow Empires that now sprawl across the Earth in mute, immobile ruins. Sourcebook. $31.95

Isle of the Mighty Journey to a land of ancient magics and hidden wonders - the isle of Great Britain. This *Changeling/Mage* crossover explores the hidden realms and secret societies of both mages and Kithain. $37.50

Kithbook: Nockers Although nocker creations are highly prized among the kingdoms of the Kithain, most changelings bear little love for these dour and foul-mouthed tinkers. So brusque is nocker personality that few take time to get to know them. $19.95

Kithbook: Pooka Pooka are simple pranksters, with a charm that cracks a smile across faces of stone. Yet they hide their true intentions, intentions that outsiders rarely see and never fully understand. 96 pages. $29.95

Kithbook: Satyrs Wild passion is at the heart of all satyrs. Yet they are held in high regard for their wisdom. With a complete history from their origins in ancient Greece to the modern day, new merits, flaws, and treasures only available to satyrs. $25.50

Kithbook: Sluagh Known as whisperers in the darkness, these Kithain are a mystery. Explore the secrets of these most elusive fae..but beware, there are some secrets best not learned. $19.95

Kithbook: Trolls Truth, honor, justice. It is for these things that trolls stand. Silent and strong, the trolls are often looked upon the protectors of fae kind. But once the trolls ruled the kingdoms of the fae, and maybe will again one day... for now the trolls continue their silent vigil - watching, waiting. $19.95

Kingdom of Willows The tranquil South holds the promise of endless summer for the Kithain of Concordia. But promises fade, dissolved by unspoken rivalries and dark despotic dreams. Beneath the gilded mask of Sourthern Hopitality, a madman's ambition gnaws at the heart of the land. Amid a flurry of hopes and dreams, High King David and his new queen, Faerilyth, begin a grand tour of Concordia in King Meilge's realm. Then disaster strikes. $29.95

Land of Eight Million Dreams Details an entirely new setting – China, a land where divided by both form and court, the hsien (changelings) struggle to survive in a world of mortals who have turned their backs on the spirit, and a world where other supernatural beings would destroy them. $31.95

Noblesse Oblige: The Book of Houses Since the Mythic Age, the noble houses have been hailed as the leaders of the fae. Though most know only a little of these houses, few truly understand them. Finally, here is a discourse on the five most powerful houses. $29.95

Pour L'Armor et Liberte: The Book of Houses II Complete guide to the Unseelie Houses: Ailil, Balor and Leanhaun. New treasures, merits and flaws and even a new art. Insights into the plans of the Unseelie Court, and how it plans to deal with the missing High King. $39.95

The Enchanted Sometimes the mortal children of Kithain are chosen by the Dreaming to be part of the world of Enchantment. Though not truly changelings, these people can interact with the fae and are often swept up in their adventures. $25.50

War in Concordia The High King has disappeared. Dark gates to nightmare realms have opened. Concordia's dream of peace shatters into nightmares of warring factions. *Due May.* $32.95

The Year of the Reckoning Series

Fool's Luck The Way of the Commoner. Some commoners, especially those connected to the Shadow Court, resent noble rule. Now that the High King is missing, nothing stands in the way of revoluation. With a complete history of the commoner Kithain, new merits, flaws and treasures, two new kith, etc.$26.95

CHANGELING NOVELS

1. The Splendor Falls

Baby switching, mischievous tricks, magical abilities. You've heard the stories and legends, but what is the truth about faeries and changelings? $9.95

Chivalry & Sorcery

MEDIEVAL FANTASY One of the all-time classic medieval role playing games, now in its 3rd Edition. **By Highlander Designs.**

CHIVALRY & SORCERY This new 3rd Edition has a character creation system for both point based and randomly generated characters, or a mixture of the two, in about half-an-hour. Optional rules allow for special abilities, flaws, determining your character's Astrological sign and much more. There are 16 character vocations, a new Skillscape system which allows any character to develop any skill; there are over 250 skills; a new Crit Die system, which allows for quick and realistic results. You need three 10-sided dice. There are seven mage vocations, heaps of spells, rules for creating magical devices, over 175 magical materials, and rules governing the creation of a Mage's focus. The game is set in late thirteenth century Europe, but includes a huge magical/fantasy element. 200 pages. $36.95

CHIVALRY & SORCERY LIGHT A complete stand-alone product which also stands as an introduction to more advanced Chivalry & Sorcery roleplaying. All C&S material can be used with this book. Covers character creation, skills, combat, magick, monsters, etc. 40 pages. $18.50

Anderia Further explore the world introduced in The Dragon Reaches of Marakush. Enter the region of Anderia, partake of the lush and verdant geography, marvel at the inhabitants & their politics. $29.95

Chivalry & Sorcery GM's Handbook All the info the GM needs, including awarding experience, designing your own adventures, creating monsters and creatures, how to run a feudal setting, and a complete fantasy setting, including map. $32.95

Chivalry & Sorcery GM's Shield Your typical GM screen as well as a 16 page booklet with a scenario guide and seven new magical devices of power. $18.50

Creatures Beastiary Hundreds of creatures, animals and monsters, demons, dragons, giants, faeries, trolls, undead, etc. Pictures for each, and heaps of variants on most creatures; new rules for monsters and flying creatures. $43.95

Magical Devices A little booklet of eleven Devices of Power that GMs can place in their campaign world, plus expanded rules for creating devices. $2.00

Stormwatch Your party has been charged with creating a buffer zone between the nation of Elb and the advancing Orc horde. For 4 - 8 characters of 1st to 3rd level. With eight character cards. $14.95

The Black Dragon Reaches of Marakush Sourcebook that presents a complete fantasy world, including an overall history, wide range of different settings, races, religion, magic, languages, currency, gazetteer, timeline, social background tables, new creatures and technology levels. $26.95

Conspiracy X

CONSPIRACY X RPG Based heavily on the X-Files. By New Millennium Entertainment. You work for a secret US government organisation, Aegis, who has been aware of extraterrestrial presence on Earth for over forty years. You monitor alien activity and attempt to counter alien endeavours that you feel threaten humanity. But you go head-to-head with another secret US government organisation, "Black Book". This organisation co-operates with the aliens, assisting in alien abductions of humans and hideous genetic experiments, in building and maintaining alien bases on earth, and in trading technology. But this other organisation has more money, better equipment such as alien technology and psychers, etc, so right from the start your work is cut out for you. 224 profusely illustrated pages. $50.95

Abduction Card Game You've been abducted by aliens. Be the first to escape, and the others had better not get in the way.With 72 cards and easy-to-learn rules, for 2 – 4 players, 20 minutes per game, and an ever-changing ship layout makes each game unique from the last. Looks cute. $15.95

Aegis Handbook You are mankind's only hope. What they don't know will hurt them and keeping the truth secret is the only way to protect them. With expanded Aegis recruitment, new backgrounds, more character traits and the newest equipment. Details how to conduct investigations & cover-ups. 160 pages. $42.50

Area 51 Campaign boxed set revealing the secrets of Aegis Prime and the top secret facilities at the Nellis Gunnery Range in Nervada including Groom Dry Lake Research Facility known as Area 51. Includes handouts, etc. *Nov.* $64.95

Atlantis Rising The most human of all aliens, the Atlaneans may be humanity's greatest enemy or our only hope. Immortal, invulnerable, possessed of astounding technology, they sit astride the pinnacle that mankind hopes one day to achieve. With history, culture, nanotechnology, NPCs, adventure. $31.95

Bodyguard of Lies 1: Psi Wars Using nightmares as weapons, the enemy threatens to drive the most powerful among us insane. Includes an adventure pitting your agents against this terrifying psychological menace, new weapon and vehicle stats, hazardous materials, etc. $28.50

Bodyguard of Lies 2: Mokole Strange creatures haunt the depths of the swamp, looking half human, half alligator. Legends tell of the Guardian Mokole, who protects the swamp against despoilers. Is it an alien or a supernatural terror? Includes adventure, story, rules, etc. $28.50

Bodyguard of Lies 3: Synergy The investigation continues, suggesting a dangerous amalgamation of alien technologies by the dreade Black Book. Also explores over 70 toxins, natural and man-made, in detail. Includes tape. $29.95

Conspiracy X Game Master's Screen GMs Screen filled with easy reference charts and tables. Also has a 48 page booklet detailing a pregenerated AEGIS team with complete bios, stats, & cell info. Also a mission. $26.95

Cryptozoology Cryptozoology is the study of unknown terrestrial lifeforms. We know them as Big Foot, Sasquatch, Loch Ness Monster, Yeti, etc. All these and more are revealed in this book. This 128 page book also introduces two new organizations, the Royal Cryptozoology Society & Titandae. $31.95

Exodus: Saurian Sourcebook 65 million years ago they fought a war on the Earth so devastating that it nearly destroyed the world and everything on it. Those who survived fled to the stars, looking for a new home. Now they are back amongst us, hiding their reptillian forms under false human flesh, and many more are on the way here. The true battle will soon begin. Has their technology, history, culture, spacecraft, eight nations, etc. $32.95

Forsaken Rites The supernatural sourcebook. Has new descriptions of incarnate, ghosts, demons, and other supernatural beings. An extensive grimoire of rituals, a history of magic. New rules for using rituals, exploring supernatural sites, and battling corruption. And a full adventure. $28.50

Nemesis: The Grey Sourcebook Thousands have reported seeing flying saucers and little gray aliens. Hundreds have described horrifying abductions and experiments. Aegis operatives have been watching Grey activity on Earth for decades, and they are no closer to the truth - until now. This book explains all. $29.95

Shadows of the Mind Using psychics as pawns in its struggle for world domination, Aegis has created several successful programs to develop and utilize psychic powers, all of which was hidden behind masks of secrecy. Details the governments horrific experiments, the Soviet connection, mind control technologies, etc. $31.95

Sub Rosa The Conspiracy Creation Sourcebook. Has several new conspiracy types, how they operate, who they recruit, and how to play them. Shows you how to create any conspiracy that you can imagine. Also details the groups Church of Coatl, Directorate X, PUPPET. Over 150 pulling strings. $36.95

The Hand Unseen The Black Book Sourcebook. Takes players inside Aegis' major rival. Learn the secrets, ranks, influence, power & equipment of the Black Book. Take part in their noble and desperate fight. *Due March.* $36.95

Corps

CORPS RPG By BTRC. A complete generic RPG that lets you do what *you* want to do. Simple rules you can remember. Dice you don't have to use. From swords to psionics, magic to machine guns, past, present, future. $36.95

Apocalypse Not your ordinary RPG, this is an end times alternate timeline to our history. Great evil supernatural beings invade Earth at the end of WWII, raising the dead, releasing leprosy type diseases, etc. Your only goal is to survive. If you die? You keepplaying, but on the *other* side now! $29.95

Down in Flames A dozen world-wrecking scenarios, with monsters, mutants, unnatural disasters, aliens, wordly horrors, etc. $22.50

Cyberpunk

SCI-FI A hyper-tech near-future of corporate wars, bio-engineering, cybernetics, designer drugs, manic street gangs and a neon-frenzy computer netherworld - very atmospheric. A superb, fast moving RPG. **By R.Talsorian Games.**

CYBERPUNK 2nd Edition R.Talsorian Games have finally reprinted the 2nd Ed Cyberpunk roleplaying game, which has been out of print for months. (It could be another year before we see a 3rd Edition.) $41.95

Blackhand's Street Weapons 2020 A complete compilation of statistics and information on every knife, pistol, SMG, bullet, grenade, and piece of personal artillery available in 2020. Prices, damage capabilities, availability and illustrations so you'll know whether that Boosterganger is pointing a peashooter or a hand cannon at you. $13.50

Chromebook 3/4 At last! Chromebooks 3 & 4 have been compiled and re-released in this publication. Features cyberware, tech gear & electronics, personal computers, vehicles, software, bioware, fashion, power armor, cyberpets, full body borgs, cyberdecks, etc! $39.95

Corp. Book III Features the energy giants - Petrochem and SovOil, details holdings, personnel & equipment, as well as backgrounds on the international power industry and the 2nd Corporate War. $16.95

Edgerunners Inc Wanted: Talented individuals possessing high-tech weaponry and grey to black cyberware for extraction, body-guarding, asset acquisition, smuggling, investigation, demolitions, code-cracking, repossession, damaging corporate property, and engagement in other profitable but only remotely legal operations. $19.95

Land of the Free The first boxed supplement for Cyberpunk. Your team of edgerunners is hired to take a scientists daughter from New York to Night City - and so begins an adventure of betrayal, secrets, and danger. Nothing is as it seems. With a 120 page adventure book, 2'x3' map of the USA with all major cities, cardstock vehicle plans, business cards, clues. $29.95

Live and Direct In the 21st century, no one and nothing has more effect on the people than the media, its creators, and its reporters. Military strength and economic might are hallmarks of nation-state and mega-corp alike, but it is influence - the ability to shape perceptions, opinions, and even emotions of billions of people worldwide - that ensures the power of the media. $19.95

Neo Tribes In 2020s America, the Urban Sprawls that seem to stretch on forever are dwarfed by vast expanses of open country, abandoned after the collapse. Areas once choked with cities and humanity are now home only to lonely ribbons of asphalt, , jackrabbits, and the Neo-tribes, nomads who have given up life under fluorescent light & eating pre-pack, in exchange for starlight, freedom & a life of riding the range, living their own way. $19.95

Rache Bartmoss' Brainware Blowout Like Blackhand's Weapons, this book gathers and presents all the software, cybermodems, and computers from all Cyberpunk books. Also stats from all the new stuff in the Netrunner Trading Card game. Tons of illustrations. $23.50

Solo of Fortune II 96 pages including America's top ten solos, the latest in walking vehicles and heavy armaments, full-borg Adam Smasher speaks his mind, civilian and military trends over the next ten years, lots of interviews, info behind the iron curtain, South America, etc. $23.50

Wildside Sourcebook on the man in the middle - the fixer. Lets you dive into the hi-rise world of financial factors, backstage manipulations of agents & managers, the info bros, specialising types of fixers, eg, lowlife Leeches, Go-Betweens, create your own "organisations', etc. $19.95

When Gravity Fails Sourcebook for a dark-future Moslem ghetto in the Middle East. Features notes on Islam in the future, personality chips, gender-engineering, mind drugs, & a sexy adventure. From the novels of George Alex Effinger $19.95

Unofficial Cyberpunk Novel

The Protector Written in Australia, takes place in Tasmania and Victoria, where Russel Thompson, expert computer hacker, works as the Protector, defending AusTechnic's datastores from corporate raiders. *Due March'99* $12.95

Dark Conspiracy

DARK CONSPIRACY 2nd Ed Referee's Guide Shapes that rip and tear. Shadows that live in corners. Windows in space and time that elad to realms of madness and decay. A dark, lurking horror that feeds off the echoing anguish of a billion souls. When an ancient, brooding evil is released from its dimensional prison, humanity's worst nighmares come to life. Set in the near future – can you turn back the forces of darkness? Contains material from the previous version of the main RPG, Dark Races and Proto-Dimensions, a large section on new dimensions to explore, and adventures. $34.95

Dark Conspiracy 2nd Ed Player's Handbook A new dark age has come, and the world desperately needs new heroes. This player's handbook contains all the rules to create and run characters in the world of Dark Conspiracy, including material from the previously released game, Dark Tech and Empathic Sourcebook. Has revised character sheets, an expanded equipment list, and empathic abilities section. $34.95

Dark Conspiracy 2nd Referee's Screen Typical GM screen plus a 48 page adventures taken from Ice Daemon and Nightsider. $32.95

Dark Rumors Vol 1 Two adventures. Characters must make a mystic trip to Moscow for the knowledge needed to save New Boswash. Then characters must search for a 1,000 year old wizard and his talisman. *Due Marchz.* $37.95

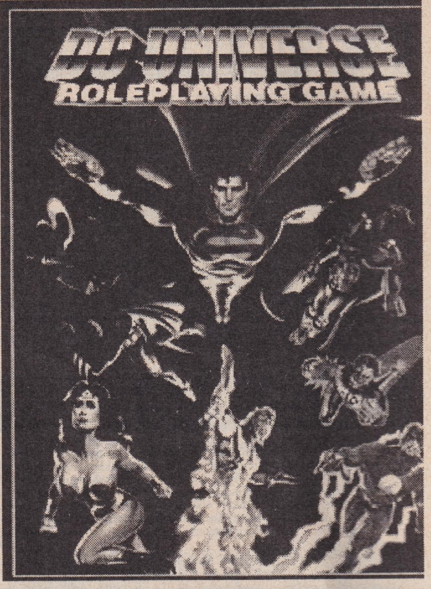
Dark Rumors Vol 2 Two adventures. In New Orleans, people are disappearing, and something in the swamps north of the city is responsible. In Hellsgate, characters travel beyond the asteroid belt to unlock a gate to hell. Life is about to become terrifying! *Due April.* $37.95

Dark Town

DARK TOWN RPG Nothing is ever certain, except the end. For all time, the powers of magic, religion and science have ruled supreme over the universe. Now, this cycle is preparing to come to end, but it also marks a new beginning. It is your job as the hero of today, to survive the Neo-dark age and help rebuild the new world. Suggested for mature readers only. $29.95

DC UNIVERSE

DC UNIVERSE RPG A brand new release from West End Games. Now you can join in the epic struggle of good and evil. Play as Superman or Batman, battle against the Joker or Lex Luthor. The rules are a modified D6 System, using custom made dice. The combat system allows for comic style results. Has the DC Universe Rulebook with Hero's Guide & Narrator's Guide, half of which is in full color, a narrator's book, a narrator's screen, and six dice. $64.00



Deadlands: Weird West

DEADLANDS: The Weird West RPG The Wild West in the 1870s USA, but with many differences - one being that Cthulhu has visited the game! By Pinnacle Entertainment. The year is 1876, but the history is not our own. The American Civil War rages on, neither side able to establish a clear advantage. A large portion of California has fallen into the sea. The Sioux Nations have reclaimed the Dakotas. And the dead walk among us. Players take the roles of hexslinging Hucksters, Mad Scientists armed with weird, steampunk gizmos, deadly Gunfighters, fearless Indian braves and wizened Shamans. In 1863, a vengeful warband called the Last Sons unleashed the manitous (like Cthulhu monsters etc) upon humanity, and nothing has been the same since. A few relentless heroes have returned from the grave to battle the abominations of these new myths and twisted legends. $54.95

Back East: North 128 page sourcebook describing the mean streets of the industrialized North. Visit Washington DC, take a train to New York, go to Philadelphia to investigate the Masonic Conspiracy, even to Boston. $36.95

Back East: South Journey to Richmond to find out why it is called The City of Graves. Visit the frontlines of Northern Virginia, to the hidden dangers of Florida's Everglades. Go to Carolinas, where witches & giants stalk. $36.95

Bloody Ol' Muddy The builders of the ancient, mysterious mound city of Cahokia, on the Mississippi River, have returned from a journey that's taken them outside the boundaries of time itself. They plan to destroy the world.$18.50

Boomtowns This boxed set has 16 extra-thick, full color, double sided map tiles, to help you build your boomtown. The maps are also in scale for the Deadlands miniatures. Also a 64 page book with guides to the maps, four fully-fledged boomtowns, a copy of Marshal's Log, etc. $54.95

City O' Gloom This boxed set covers the area in and around what was once Salt Lake City. Includes 128 page sourcebook which covers the history and current state of affairs, 32 page digest on augmentations of the human body, 32 page book of new hexes, a complete popular bloodsport game, full color two sided poster map, card pieces for the game, and card inserts. $54.95

Deadlands T-Shirt XL T-shirt saying *I Am the Law!* $31.95

Deadlands: the Weird West Player's Guide Everything you need to create your own heroic Western heroes. With 22 full color archetypes, a tour of the weird west, and clues to defeating the bad guys. $45.95

Devil's Tower Part 1: The Road to Hell A chain of events begins unfolding in *City O' Gloom* that will change the Weird West forever, beginning with the murder of some of Professor Darius Hellstromme's scientists. Can be played with *City* or by itself. $19.00

Devil's Tower Part 2: Heart O' Darkness The jewel named Heart O' Darkness is apparently in the impenetrable prison fortress on Rock Island. Can you break *into* the prison? $19.00

Doomtown or Bust Now the city made famous by the CCG, is covered in detail by this sourcebook. Gomorra stands out as a hotbed of greed, violence and intrigue. 144 pages, covering the people, places, things, secrets, etc. $36.95

Fire & Brimstone Rules for how to play blessed folks from many major faiths, from Bible-thumping Christians to enigmatic Buddhists. There are also more than 60 miracles for the faithful, two dozen all-new gifts, etc. $35.95

Fortress of Fear No one gets out of Devil's Tower alive. Of course, there are exceptions to every rule. This boxed set has a 96 page adventure book, a 32 page book detailing the mysterious crossbreeds, their alien technologies, and other denizens of the Tower, plus maps. $54.95

Ghost Dancers Packed with everything you need to play Indians. It's got new Edges, Hindrances, Knacks and gear, 40 shamanic favors & 15 rituals. Notes on the differences between tribes, six kinds of shamanic medicine. $34.95

Hucksters & Hexes Hucksters draw their knowledge of magic from cryptic codes scattered through *Hoyle's Book of Games*. Reveals Hoyle's secrets and 100 new hexes & arcane lore. $34.95

Law Dogs Blam! Blam! "Stop or I'll shoot!" Shoot first and ask questions later – if the thing you shot is still twitching. This is the sourcebook for the lawmen of the Wild West, with over 100 guns, rules for hexslingers, updates to the combat system, etc. $36.95

Lost Angels The City of Lost Angels is in the centre of the Maze – all that is left of California, which was tossed into the sea in 1868. Details the surface and secrets of the city, patchwork science, a wild adventure, etc. $36.95

Marshal's Handbook Gamemaster's guide to the Weird West. With heaps of nasty critters, find out what the manitous are up to, find ways to torment the Harrowed, a guided tour of the Reckoners horrific handiwork, an all new adventure, how to keep players interested, etc. Hardback book. $45.95

Marshal Law Revised Your typical GM screen and two all new yarns chock full of horrific secrets guaranteed to send shivers down your hero's spine! Also a new character sheet. $25.50

Rascals, Varmints & Critters Over 50 kinds of things you'd maybe rather not run into on a moonless night (or at any other time, for that matter). Also new rules for animal sidekicks, new facts on undead, dozens of adventure hooks, etc. $37.95

River O' Blood A boxed set about the lower Mississippi river region. Covers the war on the river, St. Louis, New Madrid, river pirates, disease, the law, cities of the dead, new spells, the boats , etc. With a 128 page sourcebook, map, and two 32 page digests, one with a complete adventure. $53.95

Smith & Robards Mad scientists and their weird gizmos are the focus of this book done in the spirit of a famous catalog. Traditional weapons and elixirs, ornithopters, submersible boats, steam tanks, and other fantastic devices. $35.95

South O' The Border To the south lies every Texas Ranger's favorite enemy – Mexico! 128 page sourcebook of a land of peasant farmers, savage banditos, Mexican army patrols, and strange Aztec rituals. $36.95

Tales O'Terror: 1877 Advances the Deadlands timeline one year. Heaps of detail about the current state of affairs in War Between the States, the Great Rail Wars, presenting heaps of mysteries. Also new rules for heoes and Marshals, etc. $37.95

The Book of the Dead Draws back the curtain of death and reveals the secrets of those who have been beyond the veil-and back. These die-hard heroes live with the curse that while they should be pushing daisies, an evil manitou has hooked into each of their souls, keeping them from rightful rest. $35.95

The Great Maze In 1868a massive earthquake dropped California into the sea, leaving behind a shattered landscape of water-filled channels and canyons, and huge deposits of gold and ghost rock. This boxed set contains everything you need to know about this area, including the City of Lost Angels. With a 128 page sourcebook, 32 page rulebook, 32 page adventure book, maps, etc. $54.95

The Quick & the Dead The guide to the weird west, including the election of '76, the Great Rail Wars, the twisted tales of the High Plains, the low-down on towns such as Deadwood, Tombstone and Dodge, new rules for posses and Marshals, arcane lore on knacks, relics and duels. A 144 page hardback book. $47.50

Twisted Tales This here book's got space in it for you to record your posse's wanderings in the Weird West, plus there's a deluxe character record sheet, and rules for giving faithful writers a bonus for their efforts. $8.50

DIME NOVELS

Night Train Our undead gunslingers next adventure finds him in the town of Varney Flats just as the ominous Night Train rolls into town. This is the third Dime novel, including an adventure. $8.50

Strange Bedfellows The fourth Dime novel. Ronan Lynch doesn't know what's in store for him when he checks out that mysterious Wasatch camp basking in the light of the full moon. But it's more than he bargained for. $8.50

Savage Passage Ronan and his werewolf companions attempt to foil the plans of the nefarious Doctor Helstromme, who is planning to destroy the Garou's sacred caern. Includes rules for converting characters from Deadlands to Werewolf:Wild West. $8.95

Ground Zero Ronan Lynch's friends are in the worst spot of their lives. Not only have they failed to stop Billy Stormwalker from destroying a sacred caern in the Savage West, but they've lost Ronan to an evil manitou. $8.50

The Forbidden God What is an ancient Spanish galleon doing in the centre of the salt flats? Why is it still inhabited by undead Spanish soldiers? It is up to Ronan to solve this mystery, which also includes the Forbidden God. $9.50

Adios, A-Mi-Go! Ronan and his bunch find themselves up against the Cthulhu Mythos as time and space are bent all to Hell. $9.50

Skinners Some-one on board a riverboat is skinning the passengers one by one – and Ronan is on that boat! Can he solve the mystery? $9.50

Worms Ronan teams up with Texas Ranger Hank 'One Eye' Ketchem to save a town plagued by Mojave rattlers. 64 pages.. $12.95

Anthologies with No Names

A Firstful o'Dead Guys Eleven twisted tales of the Old West by some of the top names in adventure fiction, including Mike Stackpole. $18.50

For a Few Dead Guys More Eleven more twisted tales of the Old West including second parts to the stories 'Hate' and 'Head Games'. $18.50

The Good, the Bad, and the Dead Eleven more twisted tales of the Old West including the conclusions to the stories 'Hate' & 'Head Games' $18.50

Deadlands Hell on Earth

Futuristic Wild West The horrific and fantastic Wild West in the 2090s USA! **By Pinnacle Entertainment.**

DEADLANDS: HELL ON EARTH RPG The year is 2094 AD, but the future is not our own. The Last War ended 13 years ago when the supernatural doomsday bombs fell, killing billions and terrorforming the world into a vast Deadland, allowing the mysterious and powerful Reckoners to manifest in the flesh. These unholy beings rampaged across the Wasted West, decimating the survivors of the Apocalypse. The cities shudder beneath still howling storms. In this complete RPG, players take on the roles of radslinging Doomsayers, Law Dogs, brain-burning psykersi righteous Templars, scavenging junkers, or simply gun-toting survivors. This is a hardcover edition. $56.95

Brainburners Sourcebook on the sykers of the Wasted West. Reveals their darkest secrets, 40 new powers, new Edges, new Hinderances, even high-tech devices and weaponry. Also a full length adventure. 128 pages. $36.95

Children o' the Atom Exposes the secrets of the Doomsayers, both the original cultists & the enlightened Schismatics. New gear, edges, etc. $36.95

Cyborgs During the last war the bodies of many good soldiers never reached the morgue, but became the Harrowed, the living dead, implanted with state-of-the-art weapons and electronics to become the ultimate killing machines. Has complete rules for running cyborgs, 70 new cyborg systems, 128 pages. $36.95

Hell or High Water Life in the Mississippi Delta is real hard, with roving undead minions from the Necropolis within spitting distance. And somewhere out in the steamy swamps, a great evil has been awakened… $17.95

Monsters, Muties & Misfits Over 40 new wasteland abominations for Marshals to rip into their posses with, as well as updates on previous creatures. Also rules for creating your own terrifying beasties. $36.95

Radiation Screen The typical GM screen plusa full length adventure called Apocalypse Now! where the characters have to find an irradiated ghost-rock bomb. Also has character sheets. $28.50

Road Warriors Details those who wander the remaining highways of the 2094 Wasted West. New rules for car-chase combats, 20 different types of vehicles plus all sorts of gadgets to equip them with. $36.95

Something About A Sword Sends the heroes on a quest for a sword – a relic of great power that the Reckoners are desperate to obtain. $18.50

Toxic Tales Contains a deluxe character record, and 50 pages of space to write down your posse's own adventures $9.50

Toxic Tunes A music CD with ten tunes, for Hell on Earth. $19.95

The Last Crusaders Join the ranks of the Templar Apocalypse knights plus a complete adventure which pitts you against the anti-Templars. $36.95

The Junkman Cometh The junkers are the mad scientists of the Wasted West. Here we have over 24 new junker powers, and the veil is lifted on how they build their marvelous toys from plasma guns to beer coolers. $36.95

The Wasted West New rules including things ranging from witch's spells to powered armor, new Edges, Hinderances, full-color archetypes, and gear. Also a first-hand account of the Wasted West. Hardcover, 160 pages. $44.95

Dime Novels

1. Leftovers A full length novella and adventure. The townies and mutants are being played off against each other. But who is doing it and why? $9.50

2. Infestations A full length novella and adventure. Mr Teller stumbles upon an encampment of survivors, all suffering from biological warfare agents. But soon he and his friends catch the illness, and they must find a cure. $9.50

3. Killer Clowns The heroes attempt to rescue hostages from an amusement park filled with terrible monsters! Also adventure info. $12.95

Dragonball Z

DRAGONBALL Z RPG By Mike Pondsmith at RTG. The ultimate power in the universe is seven mystical orbs called Dragonballs. Trying to grab them is the evil Prince Vegeta and his entourage of henchmen and planet destroying armies. Opposing him are a tiny band of Earth's greatest martial artists and a couple of aliens. You can play as one of the Defenders of Earth, or create your own characters with super-powered weapons. Fast, easy to learn Fuzion rules, full-on no hold barred combat, extensive background. $36.95

Advanced Dungeons & Dragons

Special Announcement

Wizards of the Coast will be releasing 3rd Edition Dungeons & Dragons later this year, at GenCon in July/August, I believe. This will replace the currently Advanced Dungeons & Dragons system. WotC will no longer offer any AD&D backlist item not on the below list after 3rd edition D&D releases. Since WotC are not releasing the 3rd Edition version of the Forgotten Realms campaign until sometime in 2001, any FR products still in the channel (ie., already sold to distributors and retailers, or already printed and translated by licensees) will also retain value. Most of these FR products are source material which will not change drastically with 3rd edition.

WotC will still offer the following products for sale after 3rd Edition releases. These products will retain a great deal of their value until WotC can release their 3rd Edition D&D counterparts:

TSR02110 Complete Fighter's Handbk
TSR02113 Complete Priest's Handbk
TSR02115 Complete Wizard's Handbk
TSR02111 Complete Thief's Handbk
TSR02165 Wizard's Spell Compendium Vol. 1
TSR02168 Wizard's Spell Compendium Vol. 2
TSR02175 Wizard's Spell Compendium Vol. 3
TSR02177 Wizard's Spell Compendium Vol. 4
TSR11359 Priest's Spell Compendium Vol. 1
TSR11421 Priest's Spell Compendium Vol. 2
TSR11611 Priest's Spell Compendium Vol. 3
TSR02141 Encyclopedia Magica Vol. 1
TSR02152 Encyclopedia Magica Vol. 2
TSR02157 Encyclopedia Magica Vol. 3
TSR02161 Encyclopedia Magica Vol. 4
TSR11320 Return to the Keep on the Borderlands
TSR11350 Dragonlance 15th Ann. Classics
TSR11413 Against the Giants: Liberation of Geoff
TSR11434 Return to White Plume Mountain
TSR01085 FR Campaign Setting
TSR09516 Faiths & Avatars
TSR09563 Powers & Pantheons
TSR09585 Demihuman Deities

By TSR

Intro to Dungeons & Dragons

Dungeons & Dragons Game The ultimate introduction to the greatest roleplaying game of all time. This boxed set contains clearly written rules designed to familiarize new players to the D&D experience. Pre-generated character folders allow players to start their adventures quickly. A 32 page adventure book teaches the new DM everything he needs to know to run the game, through an exciting scenario. Also a DM Screen & six dice. Available in a little box or a big box. Contents are exactly the same. $17.95

Dungeons & Dragons Fast-Play Game

D&D Fast-Play Game: Wrath of the Minotaur Perfect for introducing new players to AD&D. Includes the D&D Fast-Play Game, an extended step-by-step tutorial for new DMs by one of the top game designers, and an exciting adventure that takes starting heroes into a terrible dungeon to face the wrath of the dreaded minotaur who resides there. $8.95

D&D Fast-Play Game: Eye of the Wyvern Perfect for introducing new players to AD&D. Includes the D&D Fast-Play Game, an extended step-by-step tutorial for new DMs by one of the top game designers, and an exciting adventure that takes starting heroes into the uncharted wilderness to face the fury of a dragonlike wyvern. $8.95

D&D Diablo II Adventure Game

D&D Diablo II Adventure Game One of the most popular computer games now presented with the D&D engine. This is the perfect bridge between computer and paper-based roleplaying games. This is a boxed set, which includes everything needed to play. With rules book, book of quests, monsters, five heroes, dice, and quest tiles. *Due Feb??* $35.95

Diablo II The Monastery of the Sightless Eye Takes the heroes to the mysterious Monastery of the Sightless Eye, full of dangers and challenges from the computer game, but enhanced for roleplaying. *Due March.* $42.50

INTRODUCTION TO AD&D

The Audio Introduction to the AD&D Game Epic roleplaying adventures with knights, dragons and magic. Picture a world filled with monsters, treasures, and daring deeds waiting to be done Imagine crumbling stone towers and mysterious underground dungeons waiting to be explored and plundered. Imagine yourself as a mighty hero, a cunning wizard, or a stealthy thief, facing every adventure with your sword or magic. A complete introduction to playing AD&D - this boxed set has everything you need to get started playing the most popular fantasy roleplaying game, and includes an audio CD to help you to learn! $35.95

CORE RULES

Player's Handbook Revised 2nd Ed. The AD&D 2nd Ed Players Handbook has come out in a brand-new, all color hardback format, with a fresh and exciting layout and many dozens of new illustrations - a feast for the eyes as well as the imagination! Containing the newly updated and corrected 2nd Edition rules for players, 320 full color pages. $53.95

Dungeon Master Guide Revised 2nd Ed. The greatest of the AD&D gamebooks - the all new, all color AD&D 2nd Ed Dungeon Masters Guide. This printing contains the complete, updated, and fully corrected text of the earlier 2nd Ed version, but in a gorgeous new format. 240 pages. $44.95

AD&D Core Rules CD-ROM 2.0 The 2nd Edition AD&D rules on CD-ROM. Has complete text of nine key AD&D rule books, reference over 2,000 pages of interactive rules. Character generation includes all *Players Options* rules – create, maintain and print fully detailed characters. Map Maker II and Campaign Mapper let you create and link detailed overland, city or dungeon maps in full color. Dice Roller software automatically rolls and totals all kinds of dice rolls, with modifiers. Generate treasures and encounters. $110.00

AD&D Core Rules CD-ROM 2.0 Expansion Contains all nine core rulebooks and eleven AD&D Complete Handbooks. Also in HTML and RFT versions so they are accessible from PCs and Macs. You must own the above to use this product. DMs can build compelling campaigns easier than every with multiple non-player character creation, 150 character kits, and new building interiors map set. *IBM Requires: Pen 75, 16mbRAM.* $100.00

AD&D Adventure Dice Set A set of 7 opaque poly dice, being D4, D6, D8, D10, D12, D20, D00s, in a vinal pouch. $12.95

Dragon Magazine Archive on CD-ROM This amazing CD-ROM contains in electronic format, all issues of Dragon Magazine # 1 to # 250 and the seven original Strategic Review issues – over 20 years of articles! Additional features include a bookmarking feature, links from table of contents to articles, searches, live text which can be copied, printed or exported. $110.00

MCC1 Monstrous Manual The definitive sourcebook of monsters for the AD&D world. This 384 page hardback book contains lots of critters from MC1, MC2 & a few other sources. Some updated material plus heaps of colour illustrations. $53.95

Tome of Magic 2nd Ed. New forms of Wizard magic - elementalists, metamagic & wild magic; new Priest spheres - chaos, law, numbers, thought, time, war & wards! & new magic items. 192 pages. Now in softcover format. $35.95

AD&D Campaign Option: Council of Wyrms Revised and expanded *Council of Wyrms*. For the first time, everything a player needs to create dragon player characters for the AD&D game, and everything a DM needs to set up a dragon-based campaign. Rules for creating and playing dragons, details on all 15 metallic, chromatic, & gem dragons, 16 page full color section with dragon 'size-chart' new character types such as half-dragons and dragon-slayers, and a series of adventures to challenge even the greatest dragons. $48.50

AD&D Dungeon Master Option Rulebook: High Level Campaigns 192 page softback book, which offers heavy duty advice for carefully constructing and maintaining many sorts of AD&D high-level campaigns. Has dangerous opponents, saga-length campaign ideas, divine intervention, spy networks, etc. $33.95

AD&D Player's Option Rulebook: Combat & Tactics all the optional combat rules any gamer could want are in this book. With an advanced and improved tactical melee system, critical hits and wound-and-injury effects, armor destruction and repair, new weapons from ancient times to the renaissance, monster tactics, terrain effects. $33.95

AD&D Player's Option Rulebook: Skills & Powers House rules with new character abilities, ways to expand old powers, new sensory powers, development of personal goals and motivations, zero-level characters, new races as characters, etc. Softcover. *Reprint due or cancelled?* $39.95

AD&D Player's Option Rulebook: Spells & Magic New rules for spells and magic, new schools of magic for wizards, and brand new spells for both priest and wizard players. *Reprint due or cancelled?* $42.50

ACCESSORIES - CORE MATERIAL

Book of Artifacts 160 page hardback describing a wealth of magical items. Includes info on how to create artefacts so that megalomaniac players can wield ludicrously powerful trinkets! $37.95

Chronomancer The last and most dangerous fantasy world lies not in space but in time. At last, the Plane of Time is open to those few wizards who would risk everything - even their own existence - to visit ancient and forgotten lands. With new spells, powers, realms. *Reprint due or cancelled?* $18.95

Magic Encyclopedia Vol. 2 Continues the above; each entry includes brief description, illustration, original page ref. & GP value. $16.95

DM's Screen and Master Index Revised DM's screen incorporating all the most commonly referenced tables from the AD&D rule books in an easy to use, ready reference format that keeps them handy during play. The master index to AD&D rulebooks makes it easy for anyone to get access to complete info on any topic or rule in the AD&D game. $15.95

AD&D Character Record Sheets These are the all new AD&D 2nd Edition Character Record Sheets, where you can record your character's ability scores, possessions. $15.95

ACCESSORIES - CAMPAIGN MATERIAL

Arms & Equipment Guide Comprehensive catalogue of weapons, armour and equipment for the Medieval period. Includes item cost & correct application, plus lots of nifty illustrations. $33.95

Complete Book of Villains Creating and handling memorable & challenging foes, by helping DMs develop each aspect of those villains, making them more real. $31.95

Country Sites Every DM has a wilderness, but what about special encounter areas, such as ruins, country manors, roadside inns, and villages? Includes adventure hooks. $15.95

Dungeon Builder's Guidebook How to construct terrifying underground dwellings. With 32 pages of map templates, a random dungeon generator, tables for stocking dungeons with tricks, traps, and treasure, & tips and guidelines. $27.50

Glory of Rome Another title in this excellent series, but it too is unfortunately short, with just 96 pages of information. It is nonetheless a great start for an historic campaign setting. $28.95

Monster Mythology Campaign details on Divine Beings & abilities, Avatars, priesthoods, and the Gods of the Demihumans (Elves, Dwarves, etc), Goblinoids (Orcs, Goblins, etc), Underdark races (the Drow, etc), Giants, the Seas, the Skies, Scaly Folk, Dark Folk, and the Sylvan races. $25.95

Sages & Specialists New rules and specialised nonplayer character classes to use in any campaign world. These nonplayer characters are unique in that they can grow and develop along with the players' characters. $35.95

Warriors of Heaven Covers the powerful and majestic celestials, guardians of the Upper Planes and empyreal enemies of evil. With celestial races, celestial beings and places, celestial magic, & campaign tips. More source material related to this book is available on TSR's website. $33.95

World Builder's Guidebook Chock-full of tips, hints, tables, and menus to help you design your own fantasy campaign world compatible with any roleplaying game system, complete with a convenient pad of design forms and aids. $35.95

ACCESSORIES - PLAYER'S MATERIAL

PHBR1 Complete Fighter Manual Covers character creation, warrior kits (sub-classes like Amazon, Barbarian, Berserker), role-playing personalities, new combat rules, fighting styles, called shots, parrying, martial arts, hit locations, tournaments, weapons, variant armor, & more! 124 pp. $35.95

PHBR2 Complete Thief Manual Includes the Code of the Professional, new proficiencies, thief kits (sub-classes like acrobat, spy, bounty hunter, etc), details on serious thieves' Guilds, new tools & weapons, the Arts of Deception, new rules (mugging, animal assistants, poisons, etc), & the Thief Campaign! $32.95

PHBR3 Complete Priest Handbook Features the basic premise of Clerics & pantheons, complete for designing new faiths, sample Priesthoods (ie: Arts, Death, Fortune, Oceans, etc), Priest kits (PC sub-classes like Barbarian, Outlaw, Prophet, Scholar, etc), role-playing personalities, plus Priestly items. $35.95

PHBR4 Complete Wizard Handbook Details the role of Schools of Magic in AD&D and how to create new Schools for campaigns, Wizard kits (PC sub-classes like Academician, Mystic, Peasant Wizard, Witch, etc), role-playing personalities, combat for Wizards, unusual spell-casting conditions, spell research, Illusions, 42 new spells, helpful familiars, debilitating afflictions, fantastic materials, etc. 128 pages. $35.95

PHBR5 Complete Psionics Handbook Covers the Psionicist character class, a psionics campaign, mind-monsters, psionic combat rules, Wild Talents, plus powers for Clairsentience, Psychokinesis, Psychometabolism, Psychoportation, Telepathy, and Metapsionics! 128 pages. $35.95

PHBR6 Complete Dwarves Handbook 6 Dwarven Subraces, Dwarven culture & ideals, character creation, Dwarf kits (PC sub-classes for Warriors, Priests & Thieves), role-playing personalities, mining, new weapons & war machines, Dwarf Strongholds, and campaign play. $35.95

PHBR7 Complete Bard Handbook Has character creation, Bard kits (PC sub-classes like Gallant, Jester, Riddlemaster, Thespian, etc), dual-classed or multi-classed Bards, Dwarven Chanters, Elven Minstrels, Gnome Professors, Halfling Whistlers, new proficiencies, Bard abilities, 7 new spells, magic items, musical instruments, song types, reputations, performances, Bard Colleges, patrons, etc! $32.95

PHBR8 Complete Elves Handbook Features Elven racial variations, physical & mental attributes, stages of life, diet, music, society, rituals, Holy days, myths, funereal ceremonies, extra proficiencies, the Bladesong fighting style, archery modifications, arrow breakage, unusual equipment, new magic, artificial limbs, campaigns, PC sub-class kits (herbalist, bladesinger, etc), and more! 118 pages. $35.95

PHBR9 Complete Book of Gnomes & Halflings Details the inventive, mechanically minded Gnomes, and their more leisure-seeking (fantasy version of a couch-potato) cousins, who have turned stealth into an art form that makes ninja look like elephants. This book promotes character development & enriches the game environment. $32.95

PHBR10 Complete Book of Humanoids Drastically expands the racial parameters of player characters (& major NPCs) to include centaurs, giants, leprechauns, ogres, & more. Allows players to role play monsters rather than just humans, elves, dwarves, etc. $35.95

PHBR11 Complete Ranger's Handbook Details rangers, loners who brave the wilds and unknown, tracking, seeking, and hunting. This book details all relevant rules and tables, their skills and development, kits such as Forest Runners, Falconers, Guardian, Pathfinder, Stalker, etc. With new spells and magical items, new proficiencies, etc. 128 pages. $32.95

PHBR12 Complete Paladins Handbook In the fight against evil, the paladin stands as Good's supreme, undaunted champion. This accessory helps you to play the noblest warriors of AD&D. Create or enhance your paladin with new proficiencies and equipment, new rules for bonded mounts, and paladin kits like the divinate, envoy, ghosthunter, skyrider, and indomitable wyrmslayer. $35.95

ACCESSORIES - MISCELLANEA

1994 Annual Monstrous Compendium Vol 1 Compiles a years worth of monsters from 1993 AD&D products. There are also some entirely new creatures. Over 100 denizens of the land, sky, sea, and underdark. All illustrations are in color. $35.95

1995 Annual Monstrous Compendium Vol 2 Compiles a years worth of monsters for the entire line of AD&D game products released in 1994. Includes dinosaurs & pleistocene creatures. $35.95

1996 Annual Monstrous Compendium Vol 3 Compiles a years worth of monsters for the entire line of AD&D game products. There are also some entirely new creatures. $35.95

1997 Annual Monstrous Compendium Vol 4 Collects over 100 new monsters from a wide array of AD&D game products during the past year, plus new monsters from the Far Realm, and includes many creatures suitable for nautical and undersea adventures. With full color illustrations. $35.95

Bastion of Faith Presents a complete temple of priests and affiliates (holy warriors, devout rogues, pious wizards) that can be placed into any campaign or adventure. Also priest rules, maps of temple & surrounds, spells, advent. $28.95

Encyclopedia Magica Volume 1 A-C 384 hardbound book that lists and details every single magical item created for AD&D. Includes new magical devices, color & B&W illustrations. $44.95

Encyclopedia Magica Volume 2 D-P 416 pages with every single magic item from AD&D for letters D-P, with new material and rules clarifications. $44.95

Encyclopedia Magica Volume 3 P-S 416 page book detailing every AD&D magical item ever created. $44.95

Encyclopedia Magica Volume 4 S-Z 416 pages that detail all of the magic items for AD&D. $44.95

GR1 Strongholds Lots of 25mm colour cardboard cut-out buildings - specifically an urban selection taken from FR8, WGA2, WGA3, and the Castles box set - ideal for street scenes. $38.95

GR4 Treasure Chest Collection of hooks, or ideas, for adventures. Each hook features full color handouts - one for the DM, another for the players. This way the DM fools the player as to the real goal of the characters mission. $21.50

Guide to Hell Allows GMs to set an adventure or entire campaign in the Nine Hells, including the secret ninth level. Has stats for its rulers and notable figures, new infernal spells and magical items, devil-slayer kits. $24.95

Priest's Spell Compendium Vol 1 The first volume collecting every official priest spell for the AD&D game from a wide variety of sources, including many tomes that are currently out of print - all updated. $44.95

Priest's Spell Compendium Vol 2 The second volume collecting every official priest spell for the AD&D game from a wide variety of sources, including many tomes that are currently out of print - all updated. $44.95

Priest's Spell Compendium Vol 3 The third volume collecting every official priest spell for the AD&D game from a wide variety of sources, including many tomes that are currently out of print - all updated. *Feb.* $44.95

Silver Anniversary Collector's Edition Has copies of the original Silver Anniversary releases, B2, G1, G2, G3, I6 and S2. Also a replica of the original D&D rulebook, a 32 page book of the history of TSR; a recently recovered, never before released original edition module L3 Deep Dwarven Delve; and specially created art, suitable for framing. In a slipcase. $99.95

Wizard's Spell Compendium Vol I Every official wizard spell created for the AD&D game is collected in this set of reference books, using the same format as the Encyclopedia Magica series. This volume holds over 1,000 spells from many AD&D materials. $44.95

Wizard's Spell Compendium Vol 2 Continues the collection of every official wizard spell for the AD&D game from The Player's Handbook, Tome of Magic, Complete Wizards's Handbook. $44.95

Wizard's Spell Compendium Vol 3 The official reference book and definitive source for wizards spells in the AD&D game. Spells have been collected from rule books, campaign settings, supplements, adventures, even magazines dating back to 1975! $44.95

Wizard's Spell Compendium Vol 4 completes the monumental collection of every official wizard spell for the AD&D game. $44.95

MISCELLANEOUS ADVENTURES

A Paladin in Hell Takes high-level characters on a wild ride into the Lower Planes to fight evil as a righteous paladin's funeral is dragged down into Hell. Brings back such fiends and foes as Emirikol the Chaotic, Asmodeus, & other Dukes of Hell. $24.95

Destiny of Kings The King of Dunador lies dead and his brother challenges the rightful Crown Prince for the throne. Can you find the Prince and protect him from the treacherous forces at large in Dunador? Levels 1 – 4. $15.50

Dungeons of Despair Need a challenge for your players? Are your heroes brave enough to enter the deepest, darkest, dungeons and the wildest wilderness settings anywhere? 2nd to 4th level characters. Save a village from a walking evil; search for a lost tomb; a trek through wood pits, etc. $22.95

Player's Option Adventure: Gates of Firestorm Peak The first adventure using the full range of optional rules presented in the Players Option Combat & Tactics, Skills & Powers, Spells & Magic. For character levels 6 - 15. More info later. $32.95

Moonlight Madness The curse of lycanthropy has struck and a stalwart band of heroes must race the moon to find a cure before one of them does something they will regret. You'll encounter hermits, sphinxes, dinosaurs, pixies, amazons, bandits… $18.95

Return to the Keep on the Borderlands This re-telling and sequel to the classic adventure written by Gary Gygax is part of the year-long Silver Anniversary celebration. Players and DMs will want to see how their new AD&D characters fare against the original proving ground for AD&D. Includes an updated map and expanded storyline. $22.95

Reunion An RPGA network adventure for Al Qadim. A villain's greed causes the destruction and dispersion of an entire tribe of desert nomads. There are three adventures, one you play the men, another the women, the last the children. $15.95

Road to Danger Contains six adventures previously in *Dungeon*. Catch a villain who began a battle; a crime wave threatens the town of Dagger Rock; a book of infinite spells has been stolen; a love affair is torn by treachery and threatens civil war; the heroes attack a xvart shaman's lair, etc. Lev 1-3. $22.95

RPGA TSR Jam 1999 Compiles the best of the RPGA's retail demo adventures from 1998 into an anthology. Has adventures set in AD&D (all campaign worlds) and Alternity. Stories include fighting the Cult of the Dragon, pursue mind flayers, struggle with a master vampire, defy a sea dragon… $22.95

The Apocalypse Stone For 13+ level characters, offering both players and DMs an opportunity to participate in a truly epic and possibly campaign-shattering adventure. Can be used to end campaigns with a bang. *March.* $30.50

The Lost Shrine of Bundushatur Buried for more than thirteen centuries, the ancient temple of Bundushatur has resurfaced. What Chaos evil lurks within its catacombs? To thwart this threat you must find the Chaos Key. Adventure for 4 – 6 characters of levels 8 - 10. $16.95

The Shattered Circle The ancient circle of standing druid stones has been shattered, breaking its wards and letting monstrous evil into the world. Can your heroes solve the mystery? For 1st level players. $15.50

Vortex of Madness Suitable for any campaign, designed for players who've been everywhere and slain everything. Presents five intriguing places on the Inner and Outer Planes, which can be played as single adventures or one campaign. Inlcudes the Titans in the pit of Tarterus breaking out of their prison after millennia; are a crazed wizard's secrets worth dying for? Has Gith returned to threaten the rule of the lich-queen? What happened to a famous madman? $31

Monstrous Arcana

A Darkness Gathering First in a three part series that pits player characters against the dark agenda of the Illithids, who have risen up again, ready to enslave the surface races. They plan to extinguish the sun. Can be played alone. $15.95

Masters of Eternal Night Sequel to A Darkness Gathering. The player characters must unearth an ancient alien object deep within theheart of a snow-covered crater. $15.95

Dawn of the Overmind Sequel to Masters of Eternal Night.Completes the series. The adventurers journey over a world of ancient ruins. Buried somewhere there is an ancient illithid artifact that can stop them. $24.95

Eye of Doom Second in a new series of heavily illustrated Monstrous Arcana reference books, detailing the nightmarish world of beholders, creatures of tremendous intelligence and magical power. The trail of horror leads deeper into the abyss of the beholder underworld, levels 6 - 10. $12.50

Eye to Eye The adventure trilogy reaches its shattering climax when the heroes face the mightiest of the eye tyrants. Twice the length of the other two adventures, levels 8 - 12. $21.50

Evil Tide An adventure that ties into The Sea Devils accessory. All along the coasts, villages have been devastated by the rampages of the horrible fishmen. A call for help is sent to the adventurers - but not all is as it seems. This is part one of a trilogy. $13.95

Night of the Shark Sequel to Evil Tide, but can be played by itself. The fury of the evil fishmen is greater than anyone imagined, and their raids of terror threaten to destroy a kingdom. How can we stop them? $15.95

Of Ships and the Sea The open sea, primal and unknown, beckons. Rules for sailing ships to exotic lands, and two systems for conducting naval combat. Also extends below the waves, revealing the secrets of underwater adventuring and exploration. The rules support The Sea Devils and the Sahuagin adventure trilogy. $32.95

Sea of Blood Sequel to Night of the Shark. The trail of death and destruction caused by the fishmen leads beneath the waves and into the heart of their watery kingdom. Can be played by itself. $22.50

The Illithiad Inside this lavishly illustrated, full-color tome you'll find detailed information on mind flayer society, psychology, anatomy, history, their enemies & new psionic disciplines. $32.95

The Sea Devils The sahuagin are known by many names: Devil Men of the Deep and the Sea Devils being the most common. This color illustrated 96 page book details the highly organised structure of their society, insight into their predatory mind, their dark deity, one of their villages is outlined in detail, etc.$32

Tomes

Jakandor: Island of War! The Knorr barbarians, driven from their homeland, wanted nothing but freedom and an honorable existance when they landed on the shores of Jakandor. What they found was an island occupied by despicable wielders of vile magic, who rely on legions of animated corpses to do their fighting. Two campaigns in one. Players choose one side of the conflict, either the race of wild barbarians, or the clan of technomancer wizards. $35.95

Jakandor: Isle of Desinty The history,culture, politics, religion, cities, attitudes, and magic of the Charonti people-a natin of wizards-is fully detailed. Allows to you play them as player characters. Has a color map of Jakandor, & the Charonti's unique magic system is detailed with new kits & new spells. $36

Jakandor: Island of Legend The epic struggle between the barbarians and wizards comes to its climax. With an anthology of adventures, additional sites, encounter charts, color map. $38.95

Return to the Tomb of Horrors The most popular of all AD&D game adventures. The demi-lich Acererak was slain and the tomb cleansed of its terrors - or so we thought. But evil pilgrims migrated to the tomb, each trying to take Acererak's place, but even these twisted necromancers have no inkling of the true evil that grows beneath their feet. With a 160 page adventure book, 32 page illustration book, 16 page book of maps & monsters. $53.95

Axe of the Dwarvish Lords Third in the series, following on from *Return to the Tomb of Horrors*. The characters find themselves exploring the depths of an ancient dwarven stronghold in search of the most powerful artifact of the dwarvish clans. Unless the axe can be found, a powerful host of goblins will overrun the Dwarven Clans, who are in chaos. $49.95

Planescape

PLANESCAPE CAMPAIGN SETTING A ready to run campaign starting off in the bizarre city of Sigil, gateway to all the planes. Rub shoulders with fiends, and realise that attitude and mindset is what lets you survive here, not prowess in combat. Introduces all that's necessary to explore the multiverse of the planes, with rules, the city Sigil, monsters, maps, DM screen, etc. $53.95

A Guide to the Ethereal Plane Ethereal environments and conditions; how the alien medium of the Waveless Sea affects combat and magic; new spells & magical items; islands in the Deep Ethereal that obey no rules but their own; complete listing of creatures of the Ethereal; new player character races. $30.50

Dead Gods Something's killing gods and other high-ups in the planes, and no one knows who or why. Leads players throughout the planes and right into the middle of events that will shake the multiverse. Two adventures. $49.95

Doors to the Unknown Four short adventures takes heroes on a tour of the deadly and the bizarre that spans the Astral, Inner and Outer Planes. Levels 2-10. $21.95

Faction War Tensions between the fifteen factions are flaring, tempers are rising, and the Cage is about to explode into conflict! A 128 page adventure following the war from its beginning, revealing secrets, unraveling mysteries, bringing long-simmering plots to a head, also a detailed timeline. $35.95

In the Cage: A Guide to Sigil Sigil, the City of Doors, the Gateway to the Planes. Includes a poster size map illustrating the city's thoroughfares in stunning color. Visitors will explore the city ward by ward and discover the criminal elements of each. $24.95

Monstrous Compendium Planescape Appendix 128 pages of monsters from the Astral, Inner, Outer, & Ethereal planes. Replaces the previous Outer Planes appendix. $35.95

Monstrous Compendium Planescape Appendix II With full color art of heaps of new beasties. $37.95

Monstrous Compendium Planescape Appendix III The creatures of the Inner Planes are vicious-beasts that thrive in raging fire, bottomless water, blinding radiance, airless vacuum. Dozens of new monsters, and a few old ones updated. $38.95

Planes of Chaos A boxed campaign expansion of the chaos planes, including Arborea, home of the Greek gods, the home of the Norse gods, Limbo, Pandemonium, etc. Has detailed campaign and adventure information, monster sheets, maps, etc. $49.95

Players Primer to the Outlands A unique audio CD geared towards GMs. The disk contains a working guide to the people and places of the plane called the Outlands. 32 pages, map, CD. $24.95

Tales from the Infinite Staircase A crossover product with Forgotten Realms that can if desired be linked with For Duty & Deity. The chaotic morass of energy and matter filling Limbo holds a dark secret, and using the Infinite Staircase, the players must in eight linked adventures uncover this dire new threat. $32.95

The Deva Spark Adventure - players find a deva being pursued by a bebilith. But devas are supposed to be good & lawful, and Bebiliths only hunt down evil tanar'ri, so what's going on? Player levels 5 - 9. $15.95

The Eternal Boundary An adventure for player levels 1 - 5, set in the city of Sigil, a place full of high magic & adventure. The ideal starting point for starting beginner Planescape players. $15.95

The Factol's Manifesto 160 page deluxe, full color volume that takes 15 factions (cliques that players can join) first presented in the campaign setting box and details them in full for both DM and player. There are factol essays, guidelines on faction interaction, proficiencies, magic, equipment, etc. $32.95

The Great Modron March The cute little clockwork creatures known as modrons march through the grand Upper Planes, the chaotic soup of Limbo and the horrors of the Abyss, several years before they are due. What is going on? Can the player characters help them succeed in their march? Or will they all die. $39.95

The Inner Planes Of all the planes in the multiverse, none are as hostile to mortal life as the Inner Planes. From Fire to Water, Ooze to Ice, Lightning to Ash, very dangerous! Details the 18 Inner Planes, rules for movement, combat, and survival. The inhabitants and ecology, and locales. $35.95

The Planeswalker's Handbook Provides vital info about the planes and introduces new character roles and races. It also defines the new Planewalker character kit for every class and features new proficiencies, spells, and planar equipment. $42.50

The Well of Worlds A 128 page accessory with info on a number of planes, with adventures designed for a variety of player levels. Ideal starting point for a campaign. $24.95

PLANESCAPE NOVELS

Planescape Novels

1. Pages of Pain The silence is broken! Discover the painful truth of the Lady of Pain's memoirs. Here are the most innermost thoughts of the most feared character in the Planescape multiverse, as a man wrongly condemned to the Mazes refuses to succumb to her other dimensional prison of insanity and despair. $9.95

2. Torment A hero, stricken with amnesia, wanders through the planes in search of his identity, battling strange demons and treacherous companions, including a floating skull. Based on the new computer game by Interplay. $10.95

Birthright

Book of Monsters A 128 page volume of one-of-a-kind creatures of horrific power and mythological proportions. They are rulers in their own right, just as the heroes are of their kingdoms. Features 54 new War Cards. $29.95

King of the Giantdowns The Great Downs are the stuff of legends, but they are threatened by a new awnshegh, the humanoid known as Ghuralli, who strives to make his small kingdom a rival to the Gorgon's Crown. His armies stand ready to strike down the human settlers. Can you defeat Ghuralli by uniting the scattered Rjurik settlers? A 64 page adventure accessory. $21.95

Naval Battle System: The Seas of Cerilia All the rules to add the excitement of naval combat to every campaign. Features the Naval Battle System from the Cities of the Sun campaign expansion, including the war cards, battle mat, and counters. $21.95

The Book of Priestcraft Priests are more than mere physicians tending the wounded and healing the sick - they are defenders of the realm, champions of their god, and the politicians of Cerilia. $33.95

Tribes of the Heartless Wastes The savage lands of the brutal Vos, laid open at last. This campaign expansion has new rules, new spells, and details about the cultures of the frozen tundra. $33.95

Birthright Novels

2. The Hag's Contract This novel is the story of the legendary pirate king Ulrich who made an unholy pact with the Abomination, the Hag, to free his kingdom from the savage orog and goblin tribes. $9.95

5. The Spider's Test Novel of the story of Richard Endier's battle of wits with the Abomination, the Spider, and his triumph against all odds that leads to the founding of the kingdom bearing his name. $9.95

Dark Sun

TSR has dropped Dark Sun, so these stocks are limited.

DARK SUN CAMPAIGN MATERIAL

DARK SUN Revised Campaign Setting The Dark Sun world has undergone a lot of changes since it was first introduced, changes that are reflected in this new campaign setting. It replaces the original boxed set while expanding beyond the Tyr region. Details Tyr, Dead Land, Bandit Kingdoms, Last Sea, Thri-Threen, Halfling Skyfarers, new expanded rules. And a psionic Primer featuring basic psionic rules & powers. $49.95

FORGOTTEN REALMS

FORGOTTEN REALMS BOXED SETS

Forgotten Realms Campaign Setting 2nd Ed. Contains a 128 page book A Grand Tour of the Realms, with the Heartlands, Cormyr, Waterdeep, & other realms of Faerun. A 96 page book Shadowdale, presenting the famous town & a new introductory adventure. There are 8 pages of Monstrous Compendium covering deadly creatures. 6 card sheets show nearly 100 signs, trail glyphs, etc. Four new full color maps show eastern & western Faerun, & the heartlands. $49.95

Forgotten Realms Interactive Atlas CD-ROM The entire planet of the Forgotten Realms saga is here with this completely interactive atlas. Explore never-seen-before realms, sprawling cities, treacherous overland routes, perilous dungeons, over 500 maps! Examine the maps of entire continents, or zoom in for local details. You can print any map. You can add new levels of detail using AD&D Core Rules or Campaign Cartographer. $100.00

Empires of the Shining Sea 192 page book and 2 color poster maps. With 8,000 years of history of the Empires of the Shining Sea; the long-fallen Calimsham rises yet again, as a new ruler and new power groups take control of the former land of the genies; the rugged Land of the Lions is full of surprises; and the Lake of Steam unveils its secrets. Will you brave its seeming calm waters? $53.95

Lands of Intrigue Amn and Tethyr, two kingdoms along the southern part of the Sword Coast & considered key areas of Faerun. They are kingdoms in the midst of turmoil and change. Tethyr was originally an eleven nation but later rose & fell as a human nation. In Amn, a dark secret has arisen. 2 maps. $49.95

Night Below: The Underdark Campaign The largest dungeon ever published. A full campaign setting for raising characters from 1st to 16th level, with hundreds of miles of underground caves, tunnels, and dungeons - even underground oceans. $53.95

Spellbound: Thay, Rashemen & Aglarond A boxed set of the nations of Thay (home of the Red Wizards) and Rashemen (home of the Witches of Rashemen) and tangentially the nation of Aglarond (ruled by the Simbul, one of the 7 Sisters), which is continually targeted by Thay. 4 booklets, 3 maps, 8 monstrous compendium sheets. $44.95

FORGOTTEN REALMS CAMPAIGN MATERIAL

Calimport Leads off a series of adventures with tightly focused settings. It is named for the largest and meanest city in Faerun, a city of peril-riddled alleys, palaces and a sinister underground. Expands and supports the plots in the Empires of the Shining Sea set as well as heaps of new info. $30.50

Demihuman Deities Final volume in the Faiths & Avatars series. Describes the demihuman religions and powers of the elves (including the Drow), the dwarves, and gnomes, and the halflings. Each entry includes information about a deity's appearance, personality, worshipers, portfolio, aliases, domain name, allies, foes, specialy priests, church, etc. $44.95

Demihumans of the Realms More than 36 player character kits for the demihuman races: elves, half-elves, dwarves, gnomes, and halflings. With local culture, customs, fashions, class abilities, etc. $33.95

Draconomicon Learn the myths surrounding the dragons, discover their secrets, and unlock their mysteries. Presented as a compilation of notes and short stories by dragon-hunting adventurers. Has details on roleplaying dragons, stats for infamous dragons including Tiamat, new dragon species, dragon magic, and four short adventures involving the great wyrms. *Due ???* $35.95

Drizzt Do'Urden's Guide to the Underdark 128 page sourcebook about the Underdark. Has a survival guide, overviews the major races who live there, details and maps over a dozen cities. Discover a drow city constructed entirely of spider silk, a living dwarf king turned to stone. $35.95

Elminsters Ecologies A geographic guide to nine fascinating regions of the Forgotten Realms world, such as the orcs of Sembia, lizardmen of the Dragon Coast, etc. 9 32 page books. $39.95

Elminster's Ecologies Vol 2: The High Moor and the Serpent Hills Two 32 page & one 8 pages booklets covering an area often hinted at but not explored. $15.95

Faiths & Avatars For DMs and human priest character players describing the spheres of the gods and their avatars (mortal forms) in the Realms and the organisation of their faiths. New character classes, relics, & mythology. $44.95

FOR5 Elves of Evermeet 128 pages of vivid imagery, this accessory describes all facets of elven society, philosophy, arts and culture on Evermeet. Learn about these mysterious peoples. $24.95

FOR6 The Seven Sisters Covers the fabled Seven Sisters, Simbul of Aglarond, Dove & Storm Silverhand, Alustriel of Silverymoon, Sylune, Laeral, & the seventh. The seventh sister has been unnamed until this time, but she will be revealed in this book. 128 pages. $24.95

FOR7 Giantcraft Focuses on the giants of the Realms and ties in closely with the Twilight Giants novels. Everything you wanted to know about the giants. 128 pages. $24.95

Heroes' Lorebook A 160 page compendium of the heroes whose exploits have filled dozens of novels over the past decade, from Elminster to Drizzt Do'Urden, with new biographies for heroes such as Tavis Burdun. $32.95

Pages from the Mages Back in print. New spells from mages such as Daltim, Darsson, and Myrl. Fell creatures: the Tome Guardian, the Disenchanter, the Scalamagdrion. Details of more than 40 spellbooks, appearance, history, the magic they contain, the fates of their makers. And Elminster's very own travelling spellbook. $25.95

Powers & Pantheons 192 pages. Companion to Faiths & Avatars. Describes more of the religions and powers of the Realms. Each divine power is covered in depth and each entry has info about a deity's appearance, personality, worshipers, alignments, avata, church, etc. Also five showpiece temples of the Realms detailed with illustrations and color maps. $38.95

Sea of Fallen Stars Allows heroes to explore the depths of this mysterious and uncharted region for the first time. Details cultures, societies, and rules for taking a land-based FR campaign under water. Also aquatic player character races: shalarin & Dukars; info on the undersea region, and wonders. $44.95

Secrets of the Magister The Magister of Mystra is one of the most mysterious beings in the FR setting: a unique wizard with a singular title. All the essential Realmslore about him is in this book by Greenwood. *Due Feb.* $35.95

Skullport The Port of Shadow, a well kept secret. A mile and a half beneath the orderly streets of Waterdeep squats this wretched, lawless pit of thieves, slavers, etc. Covers all 3 layers, 4 wards and with 100 notable sites. $33.95

The City of Ravens Bluff In a city where the adventurers are the rule rather than the exception, things can get rather lively. Recovering from a recent war, this is a city in transition. Presents important people such as the deans of the Wizards Guild, the laws of the city and punishments, the secrets of the dwarven city buried beneath it, new monsters, magic, cults, maps, etc. $44.95

The Drow of the Underdark From the caverns of Menzoberranzan, where the Drow ranger Drizzt was born, to the deepest corners of the Underdark, the drow rule the dark with strange weapons, exotic spells, and terrible monsters. Details dark elf society, religion, and history, new spells and magical items, and monsters native to the Underdark. $35.95

Villains' Lorebook For every hero in the land there is a powerful nemesis lurking in the shadows. Contains detailed histories, game stats, personality notes, on major villains to emerge from Forgotten Realms products. $39.95

Warriors and Priests of the Realms Similar to the PHBR books. Introduces distinctive new kits for warriors and priest characters hailing from the Dalelands, Cormyr, Thay, and many other regions. $33.95

Wizards & Rogues of the Realms Similar to the PHBR books, details 2 character classes, Realms wizards as opposed to normal wizards, & thieves of the Realms. 128 pages. $25.95

FORGOTTEN REALMS ADVENTURE MODULES

The Accursed Tower Most throught it was destroyed. All knew it had been lost long ago. But now a small group of heroes must venture into its long-hidden ruins to discover what treasures and dangers await. $17.95

For Duty & Deity The goddess Waukeen made a deal with a fiend, and the deal went sour. Now the goddess is a prisoner. You and your comrades must rescue her, travelling the Infinite Starcase to find her in the Abyss. $22.50

Four From Cormyr Four adventures centred around the kingdom of Cormyr. The adventures themselves are unrelated, but elements exist within each that permit the DM to tie them together into a big story. One story leads them into the Vast Swamp. $33.95

Hellgate Keep Leads characters into the depths of the famous ruined keep deep within the Savage Frontier. The keep is not completely abandoned as everyone long thought - and the wealth inside is not free for the taking. 32 page adventure. $15.95

The Wyrmskull Throne Supports *Sea of Fallen Stars*. Revolves around the ancient artifact, the Wyrmskull Throne, the ruling seat of the Dwarven nation of Shanatar, which has just been found after a 5,000 years absence. Uses all of the underwater adventuring rules, and special powers for the artifact. $22.95

FORGOTTEN REALMS ARCANE AGE

Cormanthyr: Empire of Elves This Arcane Age expansion reveals all the secrets of the ancient elf kingdom of Cormanthyr, its history, culture, military, society, citizens, timeline, magical rites, etc.. Characters can journey back in time and visit this wondrous nation, learning first hand of the artefacts and legends current-day Realms lore only hints at. $44.95

How the Mighty are Fallen The first adventure for the Arcane Age campaign setting. Finds revolution simmering on the earth below Netheril's "perfect society." Levels 8-12. $21.50

The Fall of Myth Drannor At last you can find the causes of the fall of that important elf city - characters can not only travel back through time to learn the ancient elf city's secrets, but may even play a pivotal role in the shaping of history - their own history. $22.50

FORGOTTEN REALMS NOVELS

Finder's Stone Trilogy

1: Azure Bonds Alias awakens to find a series of twisting, magical blue sigils inscribed on her arm, and she has no memory of where she got them. So she embarks on a journey to discover their meaning. $9.95

2: The Wyvern's Spur The family heirloom of the Wyvernspur clan is missing. A mysterious murderer stalks the streets of Immersea. It is up to the youngest scion of the Wyvernspur family, Giogi, aided by the halfling bard Olive, to solve these mysteries. But when betrayal and enchantment threaten their progress, Giogi must invoke the spur's awesome power... $9.95

3: Song of the Saurials The Harpers are at last reconsidering their decision to sentence the Nameless Bard to exile for the deaths of his apprentices, but when the monster Grypht arrives, the new trial dissolves in a string of disappearances and murder. $9.95

Icewind Dale Trilogy

The Icewind Dale Trilogy Collector's Edition Hardback containing all three novels of the Icewind Dale Trilogy. $49.95

1: The Crystal Shard Is the Crystal Shard responsible for the barbarians attacking and defeating the Ten-Towns? Wulfgar is left for dead, and rescued by Bruenor in exchange for service and friendship. Bruenor and Drizzt turn Wulgar into a powerful warrior, but can he defeat the Crystal Shard? $11.95

2: Streams of Silver Bruenor the dwarf, Wulfgar the barbarian, Regis the halfling, and Drizzt the dark elf fight monsters and magic on their way to Mithril Hall, centuries old birthplace of Bruenor and his dwarven ancestors. $11.95

3: The Halfling's Gem Assassin Artemis Entreri whisks Regis south to Calimport and into Pasha Pook's vengeful hands. If Pook can control the magical panther Guenhwyvar, Regis will die in a real game of cat and mouse. $11.95

Avatar Quintology

1: Shadowdale The gods are banished from heaven, and now walking the Realms, they seek to restore their powers - sending nature into confusion. Four heroes are on a desperate journey. They must find Elminster to find the lost Tablets. Their search begins in Shadowdale. $9.95

2: Tantras Convicted for the murder of Elminster, the heroes flee in search of evidence to clear themselves, and to find the missing Tablets of Fate, needed for the gods to return to their planes, or for others to take their place. $9.95

3: Waterdeep The search continues to the largest city in the Realms, where the characters believe the last tablet is hidden. However, one of the heroes has cast his lot with the evil gods. $9.95

4: Prince of Lies For all of his power as god of Strife and lord of the Dead, Cyric cannot get revenge on the goddess of Magic. So he searches for the soul of Kelemvor Lyonsbane, once his friend and the goddess' lover. $9.95

The Shadow of the Avatar Trilogy

1. Shadows of Doom Two harpers and a member of the legendary Knights of Myth Drannor are dispatched by Storm Silverhand to protect Elminster from forces wishing to take advantage of his magical impotence. But a magical gate transports him to the heart of the enemy, so now he must be rescued. $9.95

2. Cloak of Shadows The Shadowmasters have used their powers to create magical cloaks of spells empowering users to access to the most powerful spells and magic. These users spread strife throughout Faerun, & the heroes & Midnight try to stop them. $9.95

3. All Shadows Fled The Shadowmasters are on the run but have no plans to relinquish their dreams of the conquest of Faerun, even if all that is left is a bloody landscape of death. Can Elminster & Alustriel stop them? $9.95

The Dark Elf Trilogy

1: Homeland Journey to Menzoberranzan, the subterranean metropolis of the drow. Possessing a sense of honor beyond the scope of his kinsmen, young Drizzt must decide - can he continue to tolerate an unscrupulous society? $11.95

2 : Exile The tunnel-mazes of the Underdark challenge all who tread there. Exiled from Menzoberranzan, Drizzt battles for a new home. Meanwhile, he must watch for signs of pursuit - the drow are not a forgiving race. $11.95

3: Sojourn Drizzt emerges in the harsh light of Toril's surface. The drow begins a sojourn through a world entirely unlike his own and learns that acceptance among the surface-dwellers does not come easily. $11.95

4: The Dark Elf Trilogy Collector's Edition The above three novels all in the one hardcover volume. Softcover - $32.95 *Due Feb.*

The Drizzt Dark Elf Series

1: The Legacy Drizzt is happy and content, but he did not achieve this state of peace without leaving powerful enemies behind. Lloth, the dreaded Spider Queen deity of the evil dark elves, has vowed to end Drizzt's happiness. $9.95

2: Starless Night softcover The Underdark. A place of brooding darkness, where no shadows exist, and where Drizzt does not wish to go. But the noble dark elf must return there, and then to Blingdenstone, and then onto Menzoberranzan. He finds allies where he least expects them, and enemies he thought dead. $9.95

3. Siege of Darkness In Mithril Hall, as Bruenor Battlehammer prepares to meet the dark elves siege, Drizzt finds Guenhwyvar locked in the Astral Plane, and Catti-Brie is caught in wild, horrific dreams. Only an ancient dwarven king, allies from the depths, and Drizzt's own quick thinking can save them from the Spider Queen's minions. $9.95

1. The Silent Blade Drizzt is trying to destroy the evil crystal shard, not realizing the full power of the call of Creshinibon. Wulfgar returns from the Abyss to find his world crumbling around him, as he struggles against internal demons and an old enemy. Entreri the assassin is more interested in killing his greatest enemy than the power struggles that occupy him. Softcover - $12.95

Dark Elf Novel

1. Tangled Webs The dark elf princess Liriel Baenre and her human berserker warrior companion engage in a quest for power that brings terrible responsibility and unimaginable temptation. $9.95

Songs and Swords

1: Elfshadow Harpers are being murdered, and the trail leads to Arilyn Moonblade. Arilyn must uncover the ancient secret of her sword's power in order to find and face the assassin before he finds her. *Reprint due April.* $10.95

2. Elfsong Throughout Faerun, ancient ballads are being forgotten or changed into dangerous new tales. Danilo joins forces with a deadly enemy, Elaith Craulnober, a Gold elf minstrel, to solve the mystery. *Reprint due April.* $10.95

Harpers Series INDEPENDENT TITLES

6: Crypt of the Shadow King Iriabor of a Thousand Spires, richest of the Caravan Cities, has fallen under the dark sway of Zhentarim. The fiery Harper agent Mari Al'Marin and the cynical ex-Harper Caledan are all that stand in the way. $9.95

9. Crown of Fire Shandril, who has but doesn't want spellfire, is on the run, pursued by sinister forces who want her power, & by Elminster, Harpers, & Knights of Myth Drannor, who want to encourage her to use her powers. $9.95

11. Curse of the Shadowmage The fiery Harper Mari Al'Marin and the cynical ex-Harper Caledan are reunited when the accursed legacy of the Shadowking resurfaces. All of Faerun is threatened when an old rival of Khelben of Waterdeep, the archmage, falls prey to the age-old curse and transforms into a Shadowmage. $9.95

12. The Veiled Dragon Features the return of Ruha the Bedine witch from The Parched Sea. What begins as a simple mission turns into a deadly adventure of intrigue that might cost the Harpers far more than the life of their agent. $9.95

13. Silver Shadows Arilyn Moonblade, the half-elf heroine of the best selling Elfshadow, faces a new dilemma when her mission to save a band of wild elves from extinction becomes a deep personal struggle. $10.95

14. Stormlight Storm Silverhand, the legendary Harper of Shadowdale and one of the Seven Sisters, in her first solo adventure. Storm encounters enemies from a shadowy past. $10.95

15. Finder's Bane A group of courageous priests, with the aid of Finder Wyvernspur, must attempt to infiltrate the extraplanar city of Sigil, recover a mysterious artefact, thwart a plot to bring back the evil god Bane the Tyrant, and rescue the god Finder. $10.95

16. Thornhold A dark power from the mists of time threatens the very heart of the secret organisation known as the Harpers, and only Khelben Arunsun, Archmage of the great city of Waterdeep, can stop it. $10.95

17. The Dream Spheres Continues the story began in *Elfsong*, *Elfshadow* and *Silver Shadows*. When the sale of dream spheres threatens the life of his half sister, Danilo Thann joins forces with Arilyn Moonblade to uncover the source of this deadly trade. Their search leads them to the dark heart of Waterdeep, and to personal secrets that could destroy them both. $10.95

The Druidhome Trilogy

1: Prophet of Moonshae Danger stalks the island of Moonshae, where the people have forsaken their goddess, the Earthmother. Only the faith and courage of the daughter of the High King brings hope to the island. Being reprinted? $9.95

The Cleric Quintet

1: Canticle The adventures of Cadderly, scholar priest of the Edificant Library, as he and his comrades battle the horrible evil that has been unleashed from the secret vaults beneath the library. Reprint. $12.50

2: In Sylvan Shadows The cleric and his friends, including the beautiful Danica, enter the breathtaking forest of Shilmista where a new opponent leads an army of vile monsters. Reprint. *Due March.* $12.95

The Nobles Series

1. King Pinch Pinch's guardian, the King of Ankhapur, has died without an heir, and Pinch's friends have convinced him to return to pay his respects. But before leaving, Pinch pulls off one more heist. Now he must hide his theft from his travelling companion, priestess Lissa, who serves in the very temple he robbed, and may just hold the secret that will place Pinch on the throne. $9.95

2. War in Tethyr Introduces the adventures of many unforgettable characters during a war in Tethyr. $9.95

3. Escape From Undermountain In order to rescue a young noble, Artek the Knife must go deeper into Undermountain - the deadliest and most famous dungeon in the Realms - than anyone has ever gone before. $9.95

4. The Mage in the Iron Mask The master traveller Volo unmasks a decades-old conspiracy that jeopardises the uneasy peace between Moonsea and Thay. $9.95

5. The Council of Blades War cares little for the troubles of the aristocracy. As a terrible new weapon obliterates the age of courtly battle, an intelligent but plain princess and her companions find themselves forced into a battle for survival in a deadly world. $9.95

6. The Simbul's Gift The legendary Storm Queen of Aglarond, in an effort to gain further favour with Elminster (she wants to bear his child!) has a special horse raised for him as a gift. But Thayan spies and assassins complicate things. $9.95

Netheril Trilogy

1. Sword Play Discover the Arcane Age of Netheril, the most powerful magical empire in the Forgotten Realms, when a bold barbarian becomes the pawn of struggling archmages. $10.95

2. Dangerous Games Upon his arrival in the legendary magical city, the barbarian is propelled into the central conflict of the doomed empire. $10.95

3. Mortal Consequences Follows the barbarian Sunbright as he battles a long-forgotten foe armed with a hell-spawned source of destructive magic, & finds his lost love in an unlikely place. $10.95

Lost Empires Trilogy

1. The Lost Library of Cormanthyr The Library of Cormanthyr - is it just a myth, or an actual lost piece of history? An intrepid man sets out to find the truth, but an undying avenger is intent on stopping him. $10.95

2. Faces of Deception Hidden from his powerful family's enemies behind the hideous mask of his own face. Sent by the goddess of beauty on an impossible mission. Driven to find a way past his own flesh, into a soul torn between destiny and love. $10.95

3. Star of Cursrah Lurking in the ruins is a horrific tale of greed, power and revenge. The Protector crawls forth, the shade of a dead city whose rulers refuse to die, and young companions in two distant epochs learn of a dreadful destiny they cannot escape. $10.95

Adventures Trilogy

1. The Shadow Stone Accosted by bullies on a forest trail, Aeron's life is changed forever. On the run, he meets and is tutored by Storm Walker, where they discover that his magical powers are great, but will he be tempted by the dark powers of the Shadow Stone, an unspeakable evil? $10.95

Miscellaneous Books

1: Spellfire Shandril of Highmoon, an orphaned girl, is bored, so she runs away in search of adventure. An adventure involving Elminster and the evil dracolich. Little does she dream that the spellfire will flow through her as she is instrumental in defeating that great evil. $9.95

2: Realms of Valor An anthology of stories, including characters such as Drizzt, Jander Sunstar, and many others. $9.95

3. Realms of Infamy An anthology of stories, including the characters Cyric, Artemis Entreri, Manshoon of Zhenti Keep, Elaith Craulnober, and Zulkir Szass Tam. $9.95

4. Once Around the Realms Volo accepts a dare to prove that he is greatest traveller in the Realms - he must travel around the globe but without using magic. But he is unaware that he is the instrument of an insidious plan that jeopardises the safety of all Faerun and beyond. $9.95

6. Elminster in Myth Drannor Sequel to *Elminster, Making of a Mage*. The young Elminster journeys to the legendary elven capital of Cormanthyr to learn its ways and magics despite the xenophobic foibles of the elves within. Political intrigue abounds. Hardcover $33.95 Softcover - $10.95

7. The Temptation of Elminster Myth Drannor has fallen, and glorious Cormanthyr lies in ruins. Elminster emerges from the rubble to serve new, human masters. But an enemy plots to turn him to dark ways and deeds, by offering him godhood. **Hardcover $34.95** **Softcover $10.95**

8. Realms of Magic Anthology Never before published takes of magic, featuring the mystical characters of that magical world of the Realms, with Elminster, Volo, Liriel, heroes of Phlan, etc. $9.95

9. Murder in Cormyr When a messenger from King Azoun turns up dead in a sleepy little town in Cormyr, a scholarly, retired wizard and a young apprentice team up to solve the crime. $10.95

10. Realms of the Underdark Five original short stories from the underworld that spawned dark elf Drizzt Do'Urden. By Ed Greenwood, Elaine Cunningham, and others. $9.95

11. Cormyr: A Novel On the eve of catastrophe, the epic story of the Realms' greatest nation is told by Greenwood and J. Grubb. When King Azoun IV falls prey to assassins, the past holds the clues to events to come. $11.95

12. Realms of the Arcane From the library of Candlekeep comes a collection of all new stories of the Realms and the Arcane Age. Authors include Ed Greenwood, Jeff Grubb, etc. $9.95

13. Evermeet: Island of Elves The details behind Malor the Beastlord's monumental attack on Evermeet are finally revealed. Thousands of years of scheming culminate in the final conflict, in which the vengeful beastlord and his cohorts attack the island itself. $12.95

14. Realms of Mystery Favorite Forgotten Realms authors spin tales of murder, suspense, and intrigue in these stories, including: the only clue to who's killing a party of adventurers is the letter 'H', written in the blood of one of the victims; a smiling ghost, etc. $9.95

15. The Glass Prison Vheod Runechild, half human, half fiend, embarks on a quest to rid his new home of a powerful demon lord…but before this unspeakable evil can be destroyed, it will have to be released. $10.95

16. Baldur's Gate A novelization of the popular computer game. The son of a dead god fights his way along the Sword Coast in search of a truth that could rip the world apart. $10.95

17. Silverfall: Stories of the Seven Sisters Seven beautiful sisters, all touched by the hand of the goddess Mystra, are together in one book for the first time, as they match wits and magical powers with a Realms-spanning conspiracy of widespread and many-tentacled evil. 376 page, large book. $25.95

18. The Spine of the World Hardcover novel. The barbarian Wulfgar sets upon a dangerous path towards redemption which twists up the windswept peaks of the Spine of the World. At the end lies his most prized possession. $45

19. Tymora's Luck Tyche, Goddess of Luck, was cloven in twain, but now a great power has hatched a mad scheme to re-create the goddess by re-uniting the twins, regardless of the consequences. $10.95

20. Beyond the High Road For centuries the royal family has stood watch against the approach of the prophesied destruction of the kingdom. But in a time when ancient guardians slumber, loyal servants disappear, and a terrible evil sweeps down on their home, who will protect the royal family? $10.95

The Threat From the Sea Trilogy

1: Rising Tide An evil warlord from the depths of the Trackless Sea rallies the undersea races of Toril in a surprise attack on the Sword Coast. $10.95

2: Under Fallen Stars The invasion from the depths spills into the Sea of Fallen Stars. Ancient undersea cultures and their human neighbours must unite for the first time in the struggle against an evil warlord. $10.95

3: Realms of the Deep A young mage tries to protect Waterdeep from the evil from the sea. A merman tries to reach the Sea of Fallen Stars. A reef giant tries to protect a fragile coral forest from destruction. *Due March.* $10.95

Counselors and Kings Series

1: The Magehound In Halruaa only the society of Counselors can bring order. But among them is one in whom lies hidden the spark of magic. And the only one who can find this spark and destroy it is the Magehound. *April.* $10.95

GREYHAWK

GREYHAWK The Adventure Begins At the heart of Greyhawk Adventures lies the city of Greyhawk. Open the gates to this fabled city, with its dozens of dungeons and countless adventures. Explore the lands of the Wild Coast, the Nyr Dyv, and the deadly Bright Desert. A DMs dream, this 128 page guide gives you what you need to start a Greyhawk campaign. $35.95

Greyhawk Player's Guide Enter the Flanaess lands - a crowded cluster of kingdoms and states, great and petty, struggling for survival and supremacy against one another and countless foes both internal and external. Learn about the nations and cities of the world of Greyhawk; the leaders and rebels that effect this war-torn land; the races and creatures that inhabit it. $24.95

Against the Giants Silver Anniversary. Revisit and go beyond the original Gary Gygax adventure. Player characters must storm the steading of a hill giant chief, attack the rift of a frost giant jarl, and invade the hall of a fire giant king. And then go even deeper into giant territory. 18 new encounter sites. $31.95

Return of the Eight Evil forces are attempting to infiltrate a secret fortress and unlock vast magical power. And some old enemies of civilization in the Flanaess have returned, trying to dominate the world. Unless the characters can pull off some really big miracles, the City of Greyhawk will be destroyed. $24.95

Return to White Plume Mountain The smoking mountain lair of the sinister arch-mage Keraptis holds the secrets to three powerful magic weapons, daring anybody foolish or brave enough to enter it. *Due ???* $22.95

Slavers Adventurers chase slavers across the coast, uncover their secret contacts, and attempt to destroy their hidden bases before a hideous plan to enslave the entire population of the free lands comes to pass. *April.* $33.95

The Scarlet Brotherhood The sourcebook on the shadowy villains of the World of Greyhawk, who have emerged from hiding to spread fear and terror throughout Tilvanot, Hepmonaland, & Amedio. Includes new character classes for Scarlet Brotherhood monks and assassins, as well as Suel priests. $31.95

The Lost Tombs Adventure Modules

The Star Cairns Begins a new epic , the *Lost Tombs.* Omens have predicated doom for Greyhawk, and the heroes must explore the five treasure laden but cursed tombs of ancient kings and wizards for the key to turning it aside. But where is the fifth cairn? $21.95

Crypt of Lyzandred Part Two of the *Lost Tombs.* The heroes find a map to the fabled tomb of Lyzandred the Mad . His final resting place is filled with deadly traps, cryptic clues, and a vast garrison of guardians. $21.95

The Doomgrinder Part Three of the *Lost Tombs.* Features a monstrous windmill called the Doomgrinder. According to legend, this windmill grinds out the worlds doom.. Hundreds of adventures have tried to enter & failed. $21.95

GREYHAWK NOVELS

1. Against the Giants Brave heroes lead by an aging warrior battle fierce giants. Written by Ru Emerson, author of Xena Warrior Princess novels. $10.95

2. White Plume Mountain A hero, a pixie, and a sentient hell-hound pelt with a gleeful addiction to pyromania battle the agents of the evil Iuz. Based on the classic Greyhawk adventure module. $10.95

DRAGONLANCE

DRAGONLANCE CAMPAIGN MATERIAL

Chaos Spawn A Chaos War adventure for 4 – 8 characters of levels 7 – 10. Palanthas is under attack by daemons astride ferocious fire dragons. The heroes soon find themselves up against the Daemonlord, who is attempting to raze Maelgoth in order to become unstopable. Companion to Seeds of Chaos. $25.00

Dragonlance 15th Anniversary Collection Puts back into print the original fourteen classic Dragonlance adventures, DL1 to DL14, also with new material and contains game statistics and rules for using the adventures with either the AD&D game or the DL Saga rules. Players can assume the roles of Raistlin , Tasslehoff, Tanis, and other Heroes of the Lance. $48.00

Tales of the Lance A complete campaign package for the world of Krynn. An epic campaign of a terrible war and the righteous struggle against evil set in a magical land. This series builds upon the exploits of the players, as they create the valorous deeds of a small band of heroes whose difficult quest ends in a climactic confrontation that will decide the fate of an entire continent.Includes a 176 page book (covering history, geography, races, character classes, deities, monsters, artefacts, and more), a 4-panel DM's Screen, a deck of Talis cards, NPC data cards, and lots of maps (ruins, towers, crypts, etc). $35.95

Leaves from the Inn of the Last Home Vol 2 Contains historical notes, records from the people of Krynn, recipies, drawings of gnomish inventions, and a list of Kender insults. *Due December.* $35.95

The Art of Dragonlance Saga At last - it's back! The visual creation of the Dragonlance World is depicted on top quality paper with art print after art print, with descriptions that include preparation sketches and ideas. $35.95

The History of Dragonlance Contents include interviews with authors Margaret Weis and Tracy Hickman and Artist Larry Elmore, an updated timeline of Krynn, descriptions of the line itself, and updated character references through Dragonlance the 2nd Generation. $24.95

DRAGONLANCE: THE FIFTH AGE

DRAGONLANCE: THE FIFTH AGE ADVENTURE GAME Magic has been transformed, the gods have left, and the Dragons rule! This game ushers in a new era of role-playing. A revolutionary new storytelling rules system not based on the AD&D rules allows anyone to experience the Fifth Age of Krynn. Key features are storytelling fate cards, a flexible system for creating your own magic spells, and new character races - minotaurs, centaurs, etc. Boxed set with three books, the Fate Deck of 88 cards, 18 character cards, and map. $44.95

A Saga Companion Answers rules questions and offers new ideas for hero creation including generating their backgrounds, alternate suggestions for magic use, and tips for introducing plot twists. $24.95

Bestiary Provides readers with an ultimate guide to the animals and creatures of the DL saga - beasts from the classic tales set during the War of the Lance, as well as new monsters from the Fifth Age. Full of color illustrations. $44.95

Citadel of Light This adventure and supplement explores the Citadel of Light, built by dwarves, protected by Solamnic Knights, sacred to pilgrims. Has two 96 page books and poster map. $35.95

Heroes of Defiance Rogues, spies, legionnaires, even kender can become champions of the oppressed. Here are rules for playing the bravest freedom fighters of the Fifth Age. The included adventure continues the saga of *Dragons of a New Age* series. $32.95

Heroes of Hope Part of the *Dragons of a New Age* adventure. Detailed source information lets you play Rose Knights, centaur shapechangers, Knights of the Skull, dwarven earth mystics, shamans, etc; plus an epic journey over land and sea to seek the Crown of Tides in a realm of aquatic elves - over a sea dragon lord's dead body! $32.95

Heroes of Sorcery Only a new magic hidden in history can defend Krynn against the dragons. New rules make sorcery even more powerful. The adventure included continues as the heroes discover that their foes, the dragons, may hold the secret to enchantments in the 5th Age. $32.95

Heroes of Steel First supplement for *Dragonlance the Fifth Age*. Provides players with a complete reference for the fighting men & women of the Fifth Age. Included is the 1st part of an epic adventure that sets in motion the Dragons of the New Age saga. $29.95

Palanthas A detailed look at Ansalon's best known city. Explore the Great Library, the underground thieves' network, the cursed site of the Tower of High Sorcery. Learn the never before learned history. With maps. $20.95

Rise of the Titans As a new race of ogres called the Titans goes on the offensive, you must rescue elves kidnapped by them. Also details ogre culture, geography, new hero roles, and ogre items & artifacts. *Due Feb.* $33.95

Seeds of Chaos The Chaos War Adventures, Vol 1. You can play either as the Dark Knights of Takhisis or the Solamnic Knights of Palanthas during the invasion during the Summer of Chaos. But the true enemy is yet to emerge – a horde of chaos monsters & demons ready to destroy both sides. $24.95

The Last Tower The Legacy of Raistlin. Explore the mysteries of the Tower of Wayreth. With a history of the towers, travelogue of the traps and treasures around Wayreth, a catalog of magical items, and a book containing scenarios. $32.95

The Sylvan Veil Saga Dragonlance Dramatic Supplement. Let your heroes be the first to set foot outside the Silvanesti Shield into new lands, including the Silvanesti Forest. But the fate of an elven city soon rests in your hands. $33.95

Wings of Fury A war of wyrms wastes the world in this climax adventure of the *Dragons of a New Age* epic. The heroes must turn back the tide of war with the Shadow Dragon. Also examines the life & goals of dragons, the history of Krynn told from their perspective, attitudes, agendas, powers, etc. $35.95

DRAGONLANCE THE FIFTH AGE NOVELS

1. The Dawning of a New Age The Chaos War is over. Magic has gone away...or has it? This novel begins the saga of the humans' struggle for survival in a war torn landscape as new threats loom at every turn. $9.95

2. The Day of the Tempest It is Krynn's darkest hour, but a handful of humans refuse to surrender. Spurred on by the sorcerer Palin Majere and armed with an ancient dragonlance, they stand up against the dragons. It may be their last act of courage. $10.95

3. The Eve of the Maelstrom The two most powerful dragon overlords clash in a showdown for ultimate rule over Ansalon! The Blue Dragon plots against Malys in a bid for dominance over the other dragon overlords and her fury at his betrayal is massive & fiery. $10.95

4. Relics & Omens Short stories set after the Chaos War and in the dawn of the Fifth Age. Old companions and fresh heroes. New and ever more fantastical creatures. Banished gods and lost magic. Dragon Overlords taking over Krynn. $10.95

DRAGONLANCE NOVELS

Dragonlance Chronicles

1: Dragons of Autumn Twilight Dragons have returned to Krynn. War and destruction engulf the land. But a woman with a blue crystal staff appears, and a quest is formed, as the woman, knight, kender, warrior, dwarf and mage search for the legendary Dragonlance. $11.95

2: Dragons of Winter Night The adventure continues.. treachery, intrigue, and despair threaten to overcome the Heroes of the Lance in their epic quest. Now they search also for the Dragon Orb. $11.95

3: Dragons of Spring Dawning Hope dawns with the coming of spring, but then the heroes, now armed with dragonlances, find themselves in a titanic battle with Takhisis, Queen of Darkness. $11.95

4. Dragons of Summer Flame Raistlin returns, and a new generation of heroes must defend Krynn against an ancient force of destruction. $11.95

5. The Annotated Dragonlance Chronicles Contains Dragons of Autumn Twilight, Winter Night and Spring Dawning, plus notes, commentary, and original source material and observations by Weis & Hickman. $63.00

Dragonlance Legends

1: Time of the Twins The War of the Lance has ended. Or has it? Raistlin intends that the darkness return. Only two people can stop him. Crysania, a beautiful cleric of good who is drawn to him like a moth to a flame, and Caramon, Raistlin's twin. They must travel back in time to save Raistlin. $11.95

2: War of the Twins Escaping the doomed city of Istar, Raistlin, now a powerful wizard, casts a spell that brings Caramon & Crysania forward to his point in time. Then he intends to enter the Portal and challenge the Dark Queen. But too late Raistlin discovers he is caught in a trap that will destroy him. $11.95

3: Test of the Twins Raistlin casts the magical spell that has cost him so much, and the portal opens...but at the same instant, Caramon operates the time travelling device. The fields of magic shift and collide. Caramon and Tas are flung off into an unexpected time and place where they make a horrifying discovery. Raistlin enters the Abyss to fight Takhisis. $11.95

Dragonlance Tales

1: The Magic of Krynn A collection of short stories including Tanis and Flint helping a young girl they find frightened and alone in the woods, Another story asks is Raistlin truly dead? There are tales of sea monsters, etc. $9.95

2: Kenders, Gully Dwarves & Gnomes A collection of short stories including three adventure seeking sons of Caramon Majere who lose a bet to a magnificently bearded dwarf and end up shanghaied on an incredible gnomish sailing vessel. $9.95

3: Love and War A collection of short stories, including the legend of Raistlin's daughter, a strange story by Caramon, a novella journeying into secrets of the heart and rumours about the past. $9.95

4. The Best of Tales Volume One Collected best short stories of the original Dragonlance Tales series, unfolding a world of heroism, magic and fantasy, including a new short story written by Margaret Weis. $10.95

Dragonlance

1: The Reign of Istar A kender becomes a Solamnic Knight (almost). An ogre emerges as an unlikely saviour of the dwarven race. And gladiators compete in the bloodsport of Istar. $10.95

2: The Cataclysm The Kingpriest's arrogance brings the wrath of the gods upon Krynn. The result is the Cataclysm - chaos and anarchy, despair and villainy...and inspiring heroism. $10.95

3 : The War of the Lance Krynn is caught in the grips of a terrible war between the minions of Takhisis, Queen of Darkness, and the followers of Paladine and the gods fo good. Dragons clash in the skies, and a group of friends are forged together as a unit - the Heroes of the Lance. $10.95

DL Saga Heroes

1: The Legend of Huma A gripping story of Huma, the fabled Hero of the Lance. Traces his mysterious origins and his Oath to the Measure, his encounter with treachery among the Solamnic knights; his love for the Silver Dragon, and his final showdown with Takhisis. But who will win? $9.95

2 : Stormblade The powerful and secret Stormblade sword is stolen, and then turns up years later, setting in motion a series of deadly events. Only a heroic dwarf knows the magic of Stormblade, and he sets out to recover the weapon amidst a land rife with war and treachery. $9.95

3: Weasel's Luck Young Weasel is shoved into the centre of a centuries old curse. And together with the great Solamnic Knight Bayard Brightblade, and a none-too-bright centaur named Agion, they must overcome the schemes and traps of a sinister illusionist known only as the Scorpion. $9.95

DL Saga Heroes II

1: Kaz the Minotaur Sequel to the Legend of Huma. Stalked by enemies after Huma's death, Kaz hears rumours of evil incidents. When he warns the Knights of Solamnia, he is plunged into a nightmare of magic, danger, and deja vu. $9.95

2. The Gates of Thorbardin Beneath Skullcap is a path to the gates of Thorbardin, & the magical helm of Grallen. The finder of Grallen's helm will be rewarded by a united Thorbardin, but he will also open the realm to horror. $10

3. Galen Benighted Sequel to Weasel's Luck. Galen Pathwarden is still out to save his own skin. But when his brother vanishes, he forsakes his better judgement & embarks on a quest that leads to a conspiracy of darkness. $9.95

DL Saga Preludes

1: Darkness & Light Tells of the time Sturm and Kitiara spent travelling together before the fated meeting at the Inn of the Last Home. Accepting a ride on a gnomish flying vessel, they end up on Lunitari during a war. Eventually escaping, the two separate over ethics. $9.95

2: Kendermore A bounty hunter charges Tas with violating the kender laws of prearranged marriage. To make him return they took his uncle prisoner. He also meets the last woolly mammoth, and a crazy alchemist who pickles one of everything, including kenders! $9.95

3: Brothers Majere Much to Raistlin's irritation, Caramon accepts a job for both of them: they must solve the mystery of a village's missing cats. The search leads to murder, a thief who is not all that he appears, and a foe who is not what Caramon and Raistlin expect. $9.95

DL Saga Preludes II

1: Riverwind the Plainsman To prove himself worthy of Goldmoon, Riverwind is sent on an impossible quest: Find evidence of the true gods. With an eccentric soothsayer Riverwind falls down a magical-shaft and alights in a world of slavery and rebellion. $9.95

2: Flint the King Flint returns to his boyhood village and finds it a boomtown. He learns that the prosperity comes from a false alliance, and he is sent to his death. But he is saved by gully dwarves, who crown him king... $9.95

3: Tanis - the Shadow Years Tanis the half-elf once disappeared in the mountains near Solace. He returned changed, ennobled and with a secret. Tanis becomes a traveller in a dying mages memory, journeying into the past to fight a battle against time itself. $9.95

DL Saga Villains

1: The Black Wing The rise and fall of an evil dragon. The black dragon Khisanth is awaken from a centuries long sleep, to find the world completely changed by the Cataclysm. She tries to find a rider worthy of her, but it proves difficult. $9.95

2. Hederick the Theocrat Hederick, the leader of the Seeker religion in Solace and self-ordained conscience of Krynn, leads an Inquisition to kill all who follow magic. $9.95

3. The Dark Queen Takhisis, the Queen of Darkness, spends her time plotting her escape from the Abyss. $9.95

Meetings Sextet

1: Kindred Spirits The reluctant dwarven hero Flint Fireforge is invited to the elven kingdom of Qualinesti, where he meets a young, unhappy elf called Tanis.When the elven princess Laurana declares her love for Tanis, a deadly rival frames him for murder. $9.95

2: Wanderlust When Tas accidentally pockets a magic bracelet, he becomes the target of a mysterious mage who covets the bracelet's power. Flint and Tanis form an alliance with a sea elf princess & the fabled phaethons to save both Tas & the Black Robes from a fate far worse than death. $9.95

3 : Dark Heart The story of beautiful, dark hearted Kitiara Uth Matar, from the birth of her two twin brothers, Raistlin and Caramon. Kitiara's growing fascination with evil and ceaseless search for her father throw her into the company of a roguish strange whose fate is intermingled with hers. $9.95

4: The Oath and the Measure Sturm grows from youth to manhood in Solace, guided by his absent father's Solamnic Code. Then he meets Caramon, and finds himself fighting the young warrior, much to Raistlin's delight. When Tas meets the three young men, he promptly adopts them, taking them home to Flint's house, where new friendships are born. $9.95

5: Steel and Stone Tanis, while on his way back from Qualinesti, encounters the beautiful Kitiara and rescues her. As the two travel together to Solace, rapport grows, creating a special bond that is later threatened by misunderstanding and conflict. $10.95

6: The Companions Together in Solace, the seven companions learn about friendship and laughter, love and contentment. An idyllic year of peace gives each of them strength and wisdom needed to forget the injustices of the past and to confront the challenges of the future. $9.95

Defenders of Magic Trilogy

1. Night of the Eye The three moons of Krynn align, and Guerrand is visited by a strange mage. He journeys to the Tower of Wayreth, survives an incredible test to become the High Defender of the magical Lost Citadel. Only then does he realise the enemies that he has made. $9.95

2. The Medusa Plague The people in Guerrand's home village are turning into snake limbs, etc, and thinking that he cursed them, his nephew comes looking for him. But this whole thing is a ploy to get Guerrand out of the Lost Citadel... $9.95

3. The Seventh Sentinel The survival of magic is once again in question in Krynn. Will Guerrand and Bram DiThon be able to stop Lyim, the renegade wizard, before he destroys Krynn's magic. $9.95

Miscellaneous

1. Dragons of Krynn An anthology of dragon tails - oops - tales. $9.95

2. The Dragons at War Companion to Dragons of Krynn, features a new collection of stories. $10.95

3. The Dragons of Chaos New short story anthology features brave heroes, dark villains, differing races, and all varieties of dragons. $10.95

4. The Second Generation Two new stories by Margaret Weis and Tracy Hickman, dealing with the children of the Companions. It also contains three previous stories. $10.95

5. Murder in Tarsis Who killed Ambassador Bloodarrow? Time is running out for an unlikely trio of detectives. If they fail to solve the mystery, their reward will be death. Set in Tarsis during the cataclysm. $10.95

6. Tales of Uncle Trapspringer The story of Trapspringer Fargo, who, while on Wanderlust, unknowingly crosses paths with a pair of corrupt gully dwarves and a misplaced evil fiend, leading to madness, mayhem, and lots of problems! $10.95

Classic Serires

1. Dalamar the Dark Among the elves, servitors are not considered worthy of the High Art of Sorcery, but Dalamar cannot deny his talent. As war erupts on the borders, he quests along dark paths to find his destiny. $10.95

Tales of the Fifth Age

1. Heroes & Fools Short stories describing the terrible battles and brave exploits of heroes during the first decades of the Fifth Age, including a story of wayward Draconians by Margaret Weis. $12.95

2. Rebels & Tyrants Collection of short stories. As the land of Krynn groans beneath the rule of mighty dragons overlords, small bands of rebels spring up to battle the new oppressors. *Due April.* $10.95

DL Saga Lost Histories

1. The Kagonesti The poignant story of the wild Kagonesti elves before and after the cataclysm. Long after the other elven tribes had taken to war, the Kagonesti continued to live in peace, until the War of Lance put an end to all harmony. $9.95

2. The Irda Blessed with exceptional beauty and intelligence, the high ogres, the Irda, developed an advanced culture that mysteriously disappeared. For the first time we learn how a legendary race fell from the grace of their gods. $9.95

3. The Dargonesti Tells the story of a wayward Qualinesti princess, her resourceful companion, and their experience as prisoners of a warlike branch of the elven races, the deep-sea-dwelling Dargonesti. $9.95

4. Land of the Minotaurs Minotaurs of Krynn embark upon a conflict against one another, clan against clan. But Kaz learns a terrible secret about the High Priest minotaur Jopfer - he is not what he seems, & all the minotaurs stand in peril. $9.95

5. The Gully Dwarves The muddled tale of the gully dwarves, one of the most maligned, yet remarkable races in Krynn. When this devious and funny bunch gets mixed up in the worst sort of trouble, they emerge victorious over the slimiest of villains. $9.95

6. The Dragons From the archives of Dragon history comes the story of two rival dragons who ultimately face each other in a showdown to determine the future of the world. $9.95

DragonLance Warriors

1. Knights of the Crown The exploits of heroes and villains of the War of the Lance. The Knights of Solamnia are an integral part of the history of Krynn. This follows the path of a novice knight who must learn loyalty. $9.95

2. Maquesta Kar-Thon Maquesta Kar-Thon races against time, high seas pirates, and her own trepidation's to win her father's freedom. $9.95

3. Knights of the Sword The Knights of Solamnia were an integral part of the history of Krynn and the War of the Lance, but until now their exploits have only been told in the Legend of Huma. As part of the Warriors Series, the three ranks of the Solamnic knights will be highlighted. $10.95

4. Theros Ironfeld The legendary life of Theros Ironfeld, the mighty forger of dragonlances. We learn of his pre-war life as a gladiator, soldier, and mercenary among the minotaurs, & how he became a follower of Paladine. $9.95

5. Knights of the Rose The third quest of Sir Pirvan the Wayward culminates in his rise to the status of Knight of the Rose. As more knights of Solamnia become corrupt, Sir Pirvan once again walks the fine line between his personal codes of honor, loyalty and duty. $9.95

6. Lord Soth The tale of the infamous death knight Soth, once a mighty warrior, whose jealous passions and neglect of duty seal his doom of darkness and evil. Can he redeem himself? $9.95

7. The Wayward Knights Sir Pirvan is about to be put out to pasture when he again answers the call of duty, aided only by the knights he recruited so many years ago - the Wayward Knights. $9.95

Lost Legends I

1. Vinas Solamnus Chronicles the life story of the founder of the Knights of Solamnus. No knight was ever nobler, more spiritual, more idealistic than Vinas Solamnus…but he wasn't always that way. The story of his early years, his education, and his crucible is truly one of the most famous lost legends of Krynn. $9.95

2. Fistandantilus Reborn Details a fiendish plot to revive the evil Fistandantilus, one of the most notorious villains of Krynn. He's been dead for centuries, but his loyal followers have hatched a plan to raise him up again. Can Emilo the Kender prevent this? $9.95

The Chaos War

1. The Doom Brigade During the Chaos War, two isolated bands of disparate enemies - dwarves & draconians, the reptilian minions of Dragons - must unite for a common goal. Without an alliance, doom is assured for both parties - and the fire dragons, children of Chaos, are involved. $10.95

2. The Last Thane While the Hylar battalions are off fighting in the Chaos War, the lowliest clans plots insurrection, aided by demon creatures dispatched by Chaos. $10.95

3. Tears of the Night Sky A quest for the god Paladine becomes a test of faith for Crysania, blind cleric of Paladine. She is aided by a magical tiger companion. Also brings to life the story of Dalamar the dark elf. $10.95

4. The Puppet King The elven realm of Silvanesti has been torn asunder by the nightmares of a made king, Gilthas. But his nephew Porthios returns home, and finds he must choose between blood and honor. $10.95

5. Reavers of the Blood Sea While in the midst of the Knights of Takhisis fighting the minotaurs, armies of Chaos plunge into the heart of Ansalon. Now bitter enemies must unite against the greater threat. $10.95

6. The Siege of Mt. Nevermind The Knights of Tahkisis must take Mt Nevermind, but they don't take into consideration the gnomes who defend the mountain, including a not-so-bright gnome inventor. And, because they are gnomes, their adventures are punctuated with one or two explosions. $10.95

Bridges of Time Series

1. Spirit of the Wind Riverwind, the fabled plainsman, answers a call for heroes to aid the kender in their struggle against the great red dragon Malystryx, a dire new threat following the Chaos War. $10.95

2. Legacy of Steel The Knights of Takhisis are regathering in the evil city of Neraka, with plans to go to war. Sara Dunstan seeks to thrawt them by forming a new order of knights. But will it be enough? $10.95

3. The Silver Stair Goldmoon and her followers begin to build the Citadel of Light, to study a newly discovered magic. But two forces challenge her, a Solamnic Knight, and another hidden by mysterious & dark shadows. $10.95

4. The Rose and the Skull The weakened Knights of Solamnia ask their old enemies, the Knights of Takhisis for helpe. But when the Grand Master of the Knights of Solamnia dies abruptly, the leadership and very existence of the knights is challenged. $10.95

5. Dezra's Quest During Krynn's Second Cataclysm an ambitious centaur chieftain makes a terrible pact with Chaos. Ten years later, smarting under the consequences of that pact, a lone Centaur journeys to Solace, seeking help from Caramon, aging hero of the Lance. $10.95

The Raistlin Chronicles

1. The Soulforge Prequel to the Chronicles Trilogy, following Raistlin's journey from a six year old to becoming a wizard, but first he must survive the dreaded Test. $12.95

2. Brothers in Arms In the fiery siege of the city of Hope's End, young Raistlin must leave behind his ideals to save himself & his brother. But far away Kitiara Uth Matar, their half sister, begins her rise to power as a future dragon highlord after her soul in forged in the heat of battle. $12.95

The War of Souls

1. Dragons of a Fallen Sun Forty years have passed since the devastating Chaos War. But now a violent magical storm sweeps over Ansalon, bringing floor and fire, death and destruction. Hardcover. *Due March.* $49.95

RAVENLOFT

RAVENLOFT CAMPAIGN MATERIAL

RAVENLOFT 2nd Ed CAMPAIGN SETTING: DOMAINS OF DREAD Vampires, werewolves, terror riddled castles, and all things hair-raising come to AD&D in this campaign. This hardcover volume completely revises and updates the Ravenloft product line, transforming the demiplane of dread into a full-blown, ongoing campaign setting. With new rules on creating characters native to the domains, the magic system, and fear and horror checks. $53.95

A Guide to Transylvania The only traveller's guide to the heart of Gothic Earth. Here in detail is the setting for infinite adventures in the hunting ground of vampires, golems and werewolves. $21.50

Carnival This mysterious Carnival is not a simple freak sideshow – its performers are those needing a wandering haven to shelter in. But nothing at Carnival comes without a price. Full of dark secrets plus 'the price'. $24.95

Champions of the Mists A collection of popular heroic figures from Ravenloft novels, with full histories and gaming stats, rules for using fire-arms in the Lands othe Mists. $20.95

Children of the Night: the Created Thirteen golems – each a unique and horrifying created constructed of myriad materials, presented with complete descriptions and short adventures. 96 pages. $33.95

Children of the Night: Ghosts Thirteen restless spirits roam the lands, each one a unique entity with its own powers, story, and weaknesses. Each self-contained entry is suitable for any location within the Ravenloft setting, suitable for a brief encounter. $27.95

Children of the Night: Vampires Thirteen vampires and adventures featuring Count Strahd von Zarovich's goddaughter Lyssa, Jander Sunstar, and eleven other truly unique lords of the night. Complete biographical info for DMs to introduce each vampire into their campaigns is provided. $25.95

Children of the Night: Werebeasts Each of the 13 beasts in this book are presented with their own history, special curse, and mini-adventure, that will test the mettle and wits of novice and experienced players. $30.50

Forged of Darkness Discover many unique magical artefacts of the Darklords. The dark history behind each mystical artefact in this collection and the curse associated with it is revealed. $21.50

The Gothic Earth Gazetteer A complete sourcebook for *Masque of the Red Death*, with new info for gaming in the 1890s, complete history of that decade, 12 short adventures, etc. $15.95

RR4 Islands of Terror 9 exotic islands whose lords are as malevolent as Ravenloft's core Darklords, from the bestial desires of the Hive Queen, to a once virtuous lady fallen from grace. $21.50

RR8 Van Richten's Guide to the Created Introduces golems, animated objects, & Frankenstein style monsters. Reveals their strengths and weaknesses & how to destroy them. $21.50

The Nightmare Lands A unique vision of one of Ravenlofts most mysterious domains, the Nightmare Lands. Heroes enter this realm only at the bidding of the night - when their spirits are drawn from their bodies and captured by the ruler of this land. Only by defeating the minions of Nightmare's mistress can they hope to escape. $32.95

The Shadow Rift In the wake of the Grand Conjunction, a gaping, mist-filled hole appeared in the centre of Ravenloft's core. It's up to the heroes to prevent one of mankind's greatest enemies from finding his way through the ShadowRift. $37.95

Van Richten's Guide to the Ancient Dead The mummies of Ravenloft. There is more to these creatures than just crumbling horrors that unwind forth from their tombs. $19.95

Van Richtens Guide to Fiends This 96 page book details the creatures of the Outer Planes who find their way into Ravenloft and become trapped there. Instructs the reader on the origins, habits, and powers of the creatures and how to hunt and destroy them. $19.95

Van Richtens Guide to the Vistani Focuses on the wandering gypsies in the Demiplane of Dread. These evil gypsies once kidnapped Van Richten's son and sold him to a vampire. $19.95

Van Richtens Monster Hunter's Compendium Vol 1 Collected together for the first time, has the complete texts from Van Richten's Guides to Vampires, werebeasts and The Created, ie, golems. Updated and presented for use in any AD&D setting. $44.95

Van Richtens Monster Hunter's Compendium Vol 2 Collected together for the first time, has the complete texts from Van Richten's Guides to Ghosts, the Lich, and the Ancient Dead. Updated and presented for use in any AD&D setting. $44.95

Van Richtens Monster Hunter's Compendium Vol 3 Collected together for the first time, has the complete texts from Van Richten's Guides to Vampires, werebeasts and The Created, ie, golems. Updated and presented for use in any AD&D setting. *Due April.* $44.95

RAVENLOFT ADVENTURE MODULES

RE1 Adams Wrath A Frankenstein adventure, where PCs must try to stop Dr Mordenheim's hideous monster. $15.95

RM3 Web of Illusions Adventure in Sri Raji, an East Indian land of jungles, mysterious temples and the ancient rakshasa - evil masters of illusion & shapeshifting. Levels 8-12. $15.95

RM5 Dark of the Moon A 64 page werewolf adventure for levels 5-8. TSR have neglected to provide any plot comments, but they did say "Werewolves are hot", thanks TSR! $15.95

RQ2 Thoughts of Darkness Bluetspur (great name - did someone trip over their typewriter?) is a land of endless night where lightning falls like rain, and an dllithid High Master is hatching vampiric mind flayers in an attempt to achieve immortality. $15.95

A Light in the Belfry An audio CD adventure in which players have to hunt down an evil Necromancer who destroyed the noble order called the Circle. But failure brings a fate worse than death. $24.95

Circle of Darkness A tanar'ri fiend has become trapped in Ravenloft and begins a reign of terror, trying to seize a domain for itself. The PCs must try to defeat this ultra powerful monster before it becomes a Dark Lord. $15.95

Death Unchained In the land of Dementlieu, mysterious deaths of famous champions as well as minions of the dark have reached epidemic scales. The Ebon Fold is behind this grim harvest. $21.50

Death Ascendant Sequel to Death Unchained. The Ebon Fold's web of intrigue spreads as the master reaps the artefacts of Darkness and prepares to proclaim himself Emperor of Terrors. $21.50

Neither Man Nor Beast The heroes have a confrontation with Frantisek Markov, lord of Markovia, who has been conducting experiments that transform animals into humans, & vice versa. $15.95

Servants of Darkness Heroes are caught in the middle of a massive witch hunt, where both the alchemist conducting the inquisition and the witches he hunts bring a terrible darkness to the land. Adventure. For levels 4 - 6. $21.50

The Awakening For Player Levels 7 - 10. A mummy wakes up and starts to cause chaos in Ravenloft. $15.95

The Forgotten Terror Adventure. A crossover to the Forgotten Realms campaign concludes the story arc begun in the Castle Spulzeer adventure, where the heroes investigate a mystery surrounding an ancient castle. Can be played alone or as part of the trilogy. $21.50

Vecna Reborn One of AD&D's most notorious villains is now one of Ravenloft's darklords, although trapped in the Demiplane of Dread. Now he's trying to bridge the gap between the land of the Mists and his home. $24.95

RAVENLOFT NOVELS

The Ravenloft Series

1. Vampire of the Mists Jander Sunstar, an elven vampire, forms an alliance with Count Strahd, unaware the Strahd is the very enemy he seeks. $10

2. Knight of the Black Rose The cruel death knight Soth finds a way into Ravenloft, then discovers that it is far easier to get in than to get out - even with the aid of Strahd. $9.95

3. Spectre of the Black Rose Sequel to the above, Lord Soth fights to keep his reign of terror from crumbling. Even as he struggles to defeat his enemies, rumor reaches him that the White Rose haunts the land. Has Kitiara finally returned to Soth, or is this another spectre from the past? $10.95

3: Dance of the Dead Larissa is a dancer on a riverboat that journeys to a zombie-plagued island. The music is chilling, and Larissa must master the Dance of the Dead to save herself. $9.95

4: Heart of Midnight Casimir has inherited his father's lycanthropic curse. Now the young werewolf must embrace his powers to ward off his own murder and gain revenge. $9.95

5: Tapestry of Dark Souls The monks' hold over the Gathering Cloth, containing some of the villest evils in Ravenloft, is slipping. They only hope is a strange youth. $9.95

6: Carnival of Fear $9.95 **7. The Enemy Within - $9.95**

8.Mordenheim- $9.95 **9.Tales of Ravenloft Anthology $9.95**

10. Baroness of Blood A novel about a young lady's father is beheaded by his conqueror, and she plots revenge as his wife, and spreads a legacy of blood and terror across the land. $9.95

11. Death of a Darklord A multiple assassination conspiracy, where assassins are agents of good (or so they think) and their target is the tyrannical evil leaders who rule Kartakkas. But who is their real target? $9.95

12. Scholar of Decay Set between the mysterious Mists of Barovia and the putrid, unexplored underworld, hideous beasts stalk the innocent, and the wise seek strong walls before the sun goes down. $9.95

13. King of the Dead The horrific tale of the Darklord Azalin the lich's former life and his descent into Ravenloft. $9.95

14. To Sleep with Evil A young bride becomes ensnared in a deadly plot of vengeance when a gypsy's curse reaches out from beyond the grave. $9.95

15. Lord of the Necropolis By sending his minions to harvest the life force of the occupants of Darkon, Lord Azalin hopes to become the demilich and escape the world of Ravenloft. $9.95

16. Shadowborn Alexi Shadowborn sets out to discover who is desiccating a local cemetary, and the encounter leaves him forever changed, with the curse being linked to an assassination of a family member that occured twenty years ago. $9.95

Elric!

DARK FANTASY The brutal world of the Young Kingdoms, a realm where decadent empires crumble as bold new nations gain in power. Based on Moorcock's books. **By Chaosium.**

Elric! RPG A complete roleplaying game set in the Young Kingdoms. This game replaces Stormbringer. It features streamlined combat, a cast magic system, summonings, and a rich background from the Elric Saga. With 158 pages, featuring a new map of the Young Kingdoms. Reprinted. $35.95

Atlas of the Young Kingdoms Vol 1 Discusses the Sighing Desert, the Weeping Waste, heavenly Tanelorn, horrible Nadsokor, the ancient evil of Org and the Forest of Troos, free-trading and progressive Ilmiora. $29.95

Elric Screen 6 panel screen plus loads of goodies: 4 rules reference cards, bookmark with index, character record sheets, 11x17" map of the world. $24.95

Melnibone An island, an archipelago set amidst the oldest ocean. The inhabitants are not human, and are far older than humanity. They made pacts with demons and their empire rotting from within. 120 + pages. $20.95

Sailing on the Seas of Fate All the information needed to expand your campaign across the mighty oceans of the world. Ship and sailing rules. $20.95

The Bronze Grimoire The magical supplement includes new enchantments, new spells, elementals, & disturbing new demon breeds. $20.95

The Fate of Fools Two complete adventures set in the Young Kingdoms. Can you resist the advance of the Lord of Ennui? $17.95

The Unknown East Twelve thousand years ago a strange people settled an Island, changed the world and changed themselves. Melnibone and her chaos patrons warred against the Menastrai, supporters of the balance. $29.95

Epiphany: Legends of Hyperborea

Epiphany: Legends of Hyperborea RPG A brand new release from BTRC. In this complete diceless role playing game, Atlantis is alive! Atlantis, Lemuria, Mu, legendary kingdoms of magic, all now sunk beneath the sea, and despite our science and technology, they remain hidden, and so confined to the world of myth. You role play in the past of these magical kingdoms, before their destruction. Even without dice, the outcomes of debates and duels are still uncertain. $11.95

Fading Suns

SCI-FI Set in mankind's far future, where a new dark ages has fallen. **By Holistic Designs.**

FADING SUNS RPG 2nd Ed It is the dawn of the sixth millennium after Christ nd the skies are darkening, for the suns themselves are fading. Humans reached the stars long ago, building a Republic of high technology and universal emancipation - and then squandered it, fought over it, and finally lost it. A new Dark Age has descended upon humanity, for the greatest of civilisations has fallen and even the stars die. Now, feudal lords rule the Known Worlds, vying for power with fanatic priests and scheming guilds. 308 illustrated pages rich in background and information, as well as a star map.Hardcover$64.95

al Malik Fiefs Home to the prosperous al Malik, allies to the Merchant League and Emperor. Visit the bustling streets of Criticorum, the Shantor reservations of Shaprut, Prophet's Hill on Aylon, the Great Market. $12.95

Byzantium Secundus Byzantium Secundus - the center of the Known Worlds and seat of the Empire. There is no more important or intrigue-laden world, for here the fates of millions are determined. Ambassadors, Church fathers, alien envoys all vie for the Emperor's attention. From here Alexius' knights fan out across the Known Worlds on quests for glory. They do not realise that the great perils lies in their own backyard. This world's darkest pits hide unimaginable evil… $32.95

Children of the Gods One of the earliest sentient alien races humanity discovered was the Ur-Obun, who were peaceful. Then humanity met their violent cousins, the Ur-Ukar. These two races were gifted by the gods, the ancient Anunnaki jumpgate builders, with unique technologies. $21.95

Fading Suns GM Screen & Complete Pandemonium Typical GM Screen plus a sourcebook on the world Pandemonium, a world in chaos: its terraforming engines are failing, the planet is crumbling, and buried treasures are appearing, but so too are horrors from the past… $23.95

Fading Suns Players Companion 208 pages including new Blessings and Curses, Benefices and Afflications, skills, occult powers, weapons, equipment and valuable rules expansions. Also new character roles: Church sects, guilds, military units, long awaited details on sentient alien races and the genetically engineered Changed. $44.95

Forbidden Lore: Technology Technology is the Known Worlds is not what it once was. Science fell from its pinnacle with the rise of feudal lords and superstitious priests. Engineers pick over the bones of the past to revive ancient war machines. Information on starships, vehicles, economics, think machines, cybernetics, etc. $25.50

Hawkwood Fiefs Home to Alexius before his ascension, and centre of intrigue for one of the major powers. Maps, history, worlds, etc. $12.95

Legions of the Empire The armies and navies of the Known Worlds are examined in detail, from life as an Imperial Cruiser to recruiting a mercenary unit. New weaponry and war tech. $36.95

Letters of Marque: Starship Deckplans Five starships are featured, each depicted on 25mm scale maps, perfect for boarding actions or roleplaying game fights from corridor to corridor, stateroom to engine room. The ships arean explorer, escort, frigate, another frigate, and luxury liner. $29.95

Lords of the Known Worlds Nobles are the unquestioned rulers of the universe. Few are privy to their lifestyles and secrets, and the great unwashed understand little of the perks and problems associated with rulership, taxes, wars, rivals. Herein are detailed histories and sociologies of the 5 Royal Houses, 10 minor houses, & alien nobility, & Vorox lords. $29.95

Merchants of the Jumpweb The merchants own the stars. Without their high-tech savvy and the loans from their coffers, travel and commerce would grind to a halt. Here are the histories and modus operandi of the Merchant League guilds, from the free-wheeling Charioteers, weird Engineers ans savvy Scravers. Also a cost-of-goods list, laws of crime and punishment. $33.95

Noble Armada See the miniatures section. $100.00

Priests of the Celestial Sun The nobles may rules the secular lives of the Known Worlders, but the Church guards their souls, and in doing so, dictates to the nobility. But new sects and orders are arising in the wake of the Emperor wars and causing divisions and weaknesses. Details the lives of the saints, histories and beliefs of these sects. Also has great B&W artwork. $32.50

Sinners & Saints Here is a rogues gallery of people and creatures from the Known Worlds and beyond: noble rivals, priests, space pirates, deadly mercenaries, assassins, alien animals. Each comes with its own sheet for ease of use by players & GMs. $26.95

The Dark Between the Stars The Anunnaki left behind many strange devices and their ancient secrets lie buried on many worlds - secrets which can bring salvation or destruction. But they are their works are not the only mysteries, for strange entities lurk in the voicd, tempting humans and aliens to do evil… $32.95

War in the Heavens: Lifeweb The first source/adventurebook in a trilogy, detailing the Symbiots, a strange, horrific alien lifeform intent on consuming humanity through a chilling metamorphosis. Details history (which makes a great read), culture, metamorphic powers, and an adventure with the Empire's fate at stake. $36.95

Weird Places Roam the strange fields of Pentateuch. Discover a secret Lost World hiding a powerful artefact sought by all. Uncover a hidden barbarian fortress on Kurga. Ship out to Bannockburn to halt a deadly Symbiot excursion. Search the haunted chapel of Manitou for lost lore. Or dock at Barter, a travelling marketplace in space. With stunning B&W artwork. $21.95

Fading Suns Novels

The Sinful Stars: Tales of the Fading Suns The first anthology to the Fading Suns universe. Stories include a search for an ancient relic that bends time; nanotech research releases an ancient evil; a priest tries to find relief from his sins; espionage entangles a poet, etc. $28.95

Fantasy Legend

FANTASY LEGEND RPG The world of Faldor is a dynamic place. Young, would-be heroes come from all over the world in an effort to control natural resources, land and key geographic points in their quest to gain fame and prestiage. Whether they are dwarves, elves, gar, or any other race, they are all seeking to become legends in their own time. This game gives players the best of both miniatures and roleplaying games, in the one book. The system is fast, easy to learn, and works equally well for games where players control just a few miniatures to literally hundreds. Based on a D10. $45.95

Feng Shui

FENG SHUI RPG Re-released by Atlas Games. The true power of Feng Shui is known only to a few – too bad they all want you dead. Bad guys are coming out of the woodwork to wage a secret war – powerful sorcerers, modern-day masterminds, cyber-demonic scientists. They have almost won, but you and your buddies are in their way. You are secret warriors – butt-kicking, kung-fu fighting, spell-chucking, pistol packing badasses. New format with new artwork, layout and hardcover. But text remains the same as previous version. $54.95

Golden Comeback Conversion rules for everything to good old boxing, transformed animal shticks, crazed creaturecombos, new gun shticks; high tech gadgets, rules for Hong Kong style car chases, etc. *Due April.* $36.95

Seed of the New Flesh Gives you all you need to know to fight the good fight of 2056. Info about Buro resistance movements, what awfulness the CDCA is cooking up; mind control technology, etc. *Due February.* $36.95

Forge: Out of Chaos

FORGE: OUT OF CHAOS RPG A forgotten world awaits you. It was once a paradise but is no longer! Once beautiful landscapes are now swamps, desolate wastes and jagged mountains. The calm and gentle rain has turned to fierce storms of fire and ice. Nothing of paradise survived the Banishmen! Not even the gods. The world is now plagued with monsters. These hideous creatures survived the Banishment, hidden in secret lairs beneath the mountains. Slowly they have returned, devouring hapless travellers, soldiers and small frontier villages. But you and other heroes like you have emerged to hunt down these beasts - and the battle is joined. With 11 detailed races, select proficiencies such as Assassination or Mounted Combat, no arbitary experience points. More than 70 monsters, 6 types of wizards, etc. 202 pages. $37.95

Tales that Dead Men Tell The ruins of Kamon Manor have become active with strange noises and ringing bells. Soldiers sent to investigate never returned – now it's up to the player characters to find out what's up. $14.95

The Vemora From the village of Dunnerton, you have been asked to investigate the fallen halls of Thornburg Keep. $13.95

FUDGE

FUDGE RPG A freeform universal do-it-yourself gaming engine. The basic rules are for experienced game masters, but players can range from novices to experienced. Can be used with any genre. Completely customizable, FUDGE provides the building blocks you need to create your own game system. There are no fixed attributes, it is a skill-driven system, attributes and skills are word based; simple action resolution system, etc. No campaign background info. $19

A Magical Medley A supplement that compiles a variety of magic systems including bioenergetics, celtic magic, magical items, and a complete magical adventure in the classical dungeon-crawl style. $29.95

FURRY PIRATES

FURRY PIRATES RPG Swashbuckling in the furry age of piracy. Detailed character creation rules let you portray any furry sapiens, including bears, birds, dogs, rats, bats, cats, lions, kangaroos – you get the picture. Complete background of the Furry World's Golden Age of Piracy including Europe, the Americas, Caribbean, Africa, Far East, and High Seas. Complete rules for melee combat on decks, battles between ships-of-the-line, and magickal rituals cast by secretive members of unknown cabals. $42.50

Gatecrasher

GATECRASHER RPG High tech and high wizardry struggle for supremacy in this science/fantasy world. Armored knights board space shuttles to pursue dragons across the solar system. Lycanthropes on Saturn's moons howl at the full planet overhead while cybernetic orcs inspect their power armor. This all happened when a 22nd century prospector accidentally opened an ancient transdimensional gate on one of Jupiter's moons, letting magic back into the world. Player characters have special abilities and supernormal powers. Based on the FUDGE system. $29.95

Believe it or Else! An adventure supplement. Presents professions, story background, cultists and societies, comrades and cretins, artifacts, genetic engineering, creatures, places, spells, etc. $19.95

Santa's Secret Adventure. The appearance of magic into the world caused Santa Claus and his elves to become real. But disaster has befallen them. $7.95

GEMINI

GEMINI RPG A beautifully produced roleplaying game featuring hardback cover and many plates of color art. The sun has been veiled and the Dark Martyr released. An ancient darkness emerges from beyond the Iron Gate, waking the slumbering demons. Darkness infiltrates the Church's inner circles. Powerful sovereigns squabble and reject alliances offered by the Church to fight the Darkness. The Elven Queen mourns her vassal's fall to the Darkness. The dwarves even fight amongst themselves. The only hope is crusaders like yourself you stand against the Darkness, and a pair of twins whom are lead by their guardian towards the Iron Gate, hoping to close it forever. $49.95

GURPS

GURPS BASIC RULEBOOK 3rd Ed. An elegant system, with supplements for every type of RPG genre that can be linked to the basic mechanics without the need to learn a new set of rules. By Steve Jackson Games. 256 page softcover - contains all the necessary mechanics, including magic, advanced combat, psionics, character creation, record sheets, etc. $47.50

GURPS Basic Rulebook 3rd Ed Hardcover *Due January* $54.95

GURPS GM Screen Two two-panel GM Screens with up-to-date charts, tables, etc. Also has the 32 page GURPS-Lite, which is a simple introduction to the GURPS RPG, ie, all the fundamental rules, but not the options. $19.95

Authentic Thaumaturgy Not specifically for GURPS, but can be used with any RPG. Describes a real-world basis for magic and psi abilities, and how to create realistic magical systems for RPGs. $38.95

GURPS Alternate Earths Travel the Confederate States of America by dirigible, battle the Aztec Jaguar Knights in their conquest of Europe, join the American resistance against Nazi occupation, march with Roman legions in their campaigns in the New World. $33.95

GURPS Alternate Earths II Six more alternate histories. What if the Vikings had founded a world-spanning empire? What if England had suppressed the American revolution? What if China became a superpower? $36.95

GURPS Arabian Nights Flying carpets and magic lamps, flashing scimitars and scheming viziers, crusaders, Mongols and Bedouin, sultans, poets, merchants and the original Assassins. Confront the terrible shapeshifting Djinni. 128 pages. $36.95

GURPS Autoduel 2nd Ed Set in our post-apocalyptic world, based on the Car Wars boardgame. Its a world devastated by war, famine and despair…on lawless highways where the right of way goes to the biggest gun. Includes an updated AADA Road Atlas and Survival Guide, vehicle construction, character creation, campaign ideas, history of Autoduel America, etc. $33.95

GURPS Black Ops Vampires, werewolves, demons, strange things living in the sewers, ancient alien visitors. You work for the Company, trying to suppress this truth from reaching the public while at the same time trying to stop these vermin taking over the world. $33.95

GURPS Bio-Tech Who needs silicon and steel? Upgrade your old body with steroids and smart drugs, transplants and viral nano…or just get a new one. Or maybe you don't think being human is so great? Then improve on nature with eugeneering and genefixing. Or just go parahuman - you can be a cat! $40

Cardboard Heroes Steve Jackson have reprinted all of their stand-up and flat fantasy cardboard heroes. There are 400 stand-up figures, and 300 flat counters for traps, dropped weapons, creepy crawlers, etc. A suitable accessory for any fantasy RPG. $39.95

Cardboard Heroes Floorplans Over 90 full color rooms, stairways, corridors, from 1" square closets to 6" square rooms. Once cut out, can be put together to form large maps. *Due March.* $39.95

GURPS Celtic Myth Standing stones. Headhunting and human sacrifice. Lusty kings and cattle-raiding queens. Naked warriors painted blue. Mysterious druids and crafty Sidhe. The Celtic world was full of strange enchantments and bloody battles. $33.95

GURPS Compendium I Compiled from over a hundred GURPS books and dozens of Pyramid Magazine articles to bring you the most complete compilation of character generation rules ever. $44.95

GURPS Compendium II Combat and Campaigns. A digest of advanced rules for combat and injury, healing, mass combat, hazards and threats such as decompression and radiation, campaign design and equipment. $43.95

GURPS Discworld The World is Flat! It rests on the back of four giant elephants, who in turn stand on the back of a great turtle. Based on the popular novels, also includs GURPS Lite, simplified rules that let the game be played on its own. This humorous game is complete with Discworld magic, a guide to the best inns, Things From the Dungeon Dimensions, Gaspode the Wonder Dog, the Circle Sea, the featuers of Ankh-Morpork city, etc. $49.95 Hardback $64.95

GURPS Dinosaurs Giganotosaurus, the largest carnivore to walk the Earth, packs of Deinonychus, the "terrible claws"; Triceratops, armed with shield and spears; Ankylosaurus, the living tank; the fearsome Tyrannosaurus Rex...their fossil bones inspired myths of dragons and other monsters. Their images still terrify us today. Visit their world - or have them visit yours... $33.95

GURPS Egypt All you need to roleplay in ancient Egypt. Who was Sinue? How is Horus related to Ra? Why does it matter if the Nile floods every year. Why mummify everything? Gives history, an Egyptian bestiary, religion, magic, daily life, & pyramids! $37.95

GURPS Fantasy Bestiary Valuable for any game, not just GURPS. Over 250 extensively researched (from authentic folklore and legends all over the world) descriptions of fantasy animals and plants, from nuisances to monstrous menaces. Separate chapters cover Dragons and Fabulous Plants, all the spells needed for the magical beasts and plants are included. $36.95

GURPS Fantasy Folk 2nd Ed From the tiny winged Ellyllon to the tall Giants, this book brings 24 nonhuman fantasy races to GURPS. $29.95

GURPS Goblins The first full color GURPS supplement. This is an adults only humorous look at 1830 Georgian London. This culture is infested with goblins, devious, evil creatures which includes gnomes, hobgoblins, trolls, ogres, etc. They come in whatever shape, size and color they please. $37.50

GURPS Greece Quest through the Heroic age of legends, with Heracles, Odysseus, Medusa, Achilles, the nine headed Hydra, Harpies, the Minotaur etc, or campaign in historical Greece. This supplement covers both in detail. $33.95

GURPS High Tech 3rd Ed Weapons and equipment from the 14th century to the present. From the rise of gunpowder to today's modern weapons, includes personal weapons, personal armor, heavy weapons, explosives, communication and vehicles, medicine and tools. $36.95

GURPS Illuminati The Secret Masters have denied all knowledge of the conspiracy theories put forth in this recently published book. "To begin with, we don't even exist," said a spokesman, "The Illuminati are a myth." He went on to say, "Everything you know is a lie. Everything you suspect is true!" $35.95

GURPS In Nomine Oh dear. Now you can play In Nomine with the GURPs system. Wow. Why not just play it with its own system? *July.* $43.95

GURPS IOU About the Illuminati University. What does the 'O' stand for? You are not cleared for that information. A highly humorous book, which includes Campus Rules, such as: 6} No black holes on campus. Except small ones on pizzas; 7} No antimatter on campus, either, Even on pizza; 8} Destruction of the Earth, the Sun, or other Solar System objects requires the written permission of the Arch Dean! $31.95

GURPS Japan Second Edition. Adventure in Japan in the days of the Shogun. Experience the rigid etiquette of the Emperor's court and the demon haunted wastes of the wilderness. You can adventure as a samurai or ninja, or as a western explorer discovering Japan for the first time. $36.95

GURPS Mage: The Ascension 192 pp book that allows players to play MAGE using the GURPS rules system. $37.95

GURPS Martial Arts 2nd Ed Rules for over 50 different armed and unarmed fighting styles, including historical and modern styles, science fiction and fantasy styles. Each style is presented in realistic and movie forms. $37.95

GURPS Magic Items 1 Enchanted swords, marvelous rings, animated armor, powerstones, wands and staffs – hundreds of original enchanted items. Also information on making and selling magic items. 128 pages. $36.95

GURPS Magic Items 2 From magical weaponry to marvelous tools, contains 450 completely new items, described in detail. Also rules on the creation and use of spellbooks, magical quirks & enchantment. $39.95

GURPS Mecha From battlesuited space marines making an orbital drop to cinematic Japanese anime action featuring giant walking tanks piloted by beautiful alien princesses, GURPS Mecha covers the entire genre of mecha action! Easy-to-follow step-by-step guide to building mecha; advanced rules for options like transforming; even steam punk mecha! $36.95

GURPS Myth After fending off Dark hordes in the computer games *Myth and Myth II*, continue the epic by roleplaying in the world! Full of world background, history, wars, races, unique characters, etc. $36.95

GURPS New Sun Explores the world of the Book of the New Sun, a sci-fi novel by Gene Wolfe. Chronicles the Age of Autarch, a time past time, foreign and majestic. Its world of Urth reveals delicate beauty and savage brutality, technology and magery, swords and lasers. $36.95

GURPS Places of Mystery Have you ever wanted to visit Stonehenge? Now you can. Or uncover the mystery of the lost city of Atlantis. Travel back in time to ancient Babylon. Journey to Shangri-la and explore the Dreamtime beneath Ayers Rock. 128 pages. A good read. $33.95

GURPS Planet Krishna From the classic Viagens books by L.Sprague de Camp, a story of swashbuckling adventure in space, featuring people who could be humans excet for their green skin and feathery antennae; six legged yekis, sea-monsters, etc. $33.95

GURPS Psionics Spies and police who can read your thoughts. Mysticism merged with ultra-technology. Psychic vampires. Telepathic computers. Mass minds of terrible power. Also complete campaign background where powerful psis struggle with secret government agencies. 128 pages. $36.95

GURPS Robots A cold-eyed stare from the shadows of the alley…the spine-tingling scrape, scape as metallic feet drag along the concrete…the squeak and whirr of hinges and hydraulics as the machine approaches. The robot is an intriguing yet sinister being - created to serve, but in many ways superior to its weak and fallible human masters. We need the robots, do they need us? $37.95

GURPS Russia Enter a land of white snow, red blood and black humor. Explore the world of Russian folklore and fairytales, where all sorts of interesting and dangerous creatures dwell. This is medieval Russia, a culture practically forgotten today. *Due March* $36.95

GURPS Space 3rd Ed Scientifically accure rules for creating star systems & planets; how to create futuristic & alien governments and societies; sci-fi equipment lists; a self-contained Gurps-Vehicles compatible starship construction system; complete ship combat rules that require no counters; realistic treatment of dangers such as noxious atmospheres, etc. $42.50

GURPS Special Ops 2nd Ed Elite forces penetrate enemy lines to strike critical targets, strike teams rush to free hostages, train civilization into an army. Fully revised edition which covers the new nations and alignments of the post-Soviet era, and updates the rules for creating spec-ops soldiers with the new GURPS template system.. $36.95

GURPS Supers 2nd Ed Costumed crusaders fighting against forces of evil. Now you can custom build the super character of your choice. You can duplicate your favorite comic-book hero or design almost any super ability you can think of. Each hero and villain you develop is fully defined in both power and personality. $37.95

GURPS Swashbucklers 3rd Edition. Pirates, musketeers, and highwaymen all come alive in this world book of romantic adventure from Elizabeth I to Napoleon. With full ship combat rules that require no counters or maps; new martial arts, historical backgrounds and chronologies, etc. $36.95

GURPS Technomancer A worldbook that combines magic and high-tech. And it is NOT Cyberpunk. No netrunning, no brain-jacks, but lots of action. F-15s verses dragons, and the Cold War fought by Wizards. It all started when the Trinity A-bomb test opened a gate between worlds... $36.95

GURPS Time Travel Rules for flitting around time, past, future. $37.95

GURPS Ultra-Tech Sourcebook for the 21st century. Covers personal weapons, personal protection, heavy weapons, medicene, tools and repairs, and gadgets galore. $33.95

GURPS Ultra-Tech 2 Hard-core, hard-wired hardware, from gatling carbines and Gauss shotguns to squirt pistols and killer nanomachines. Also discover medical nanotechnology and lots of new wonder drugs; electrothermal guns, etc. $37.95

GURPS Undead Everything from subtle hauntings to undead necromancers, from Gothic vampires to brain-eating zombies. Also history of beliefs in the undead, rules for ghosts, liches, mummies, revenants, shades, shadows, zombies, skeletons, wights, vampires, etc, guidelines for creating undead, a dozen classic undead archetypes, sample characters, etc. $36.95

GURPS Vampire Allowing you to play Vampire stuff with GURPS rules. $33.95

GURPS Vehicles 2nd Ed 208 pages. From rowboats to racing cards, balloons to battlesuits, trains to teleporters - if you can dream it up, you can design it with this book. With a streamlined vehicle design process, with more options, features and accessories at every step. $44.95

GURPS Warehouse 23 The Ark of the Covenant sits on a shelf next to the gold plates of Moroni and the dissected corpses of Martian invaders. Scores of bizarre items - and the ultra-secret facility that stores them. This warehouse is like "Area 51" or "Hanger 17", being a government installation hiding the truth from the public. $33.95

GURPS Warriors Has 29 soldier, warrior, specialist and high-tech fighters archetypes and templates, and covers soldiers from all time periods, past, present and future; from history and fiction; and 116 ready-to-use sample characters with historical background and info on tactics & technology. $36.95

GURPS Werewolf Allows you to play Werewolf with GURPs. $37.95

GURPS Wizards Introduces GURPS new template system, designed to streamline character creation. Has 28 wizard archetypes such as elementalists, enchanters, healers, illusionists, seers; druids, rune-mages; 112 ready to use sample characters. $37.95

GURPS Who's Who Match wits with Caesar, lock blades with Sir Richard Burton or share dance moves with Mata Hari in this collection of biographies and game stats for 52 of history's most exciting characters. $36.95

GURPS Who's Who 2 56 great historic figures from over 3,000 years of history. From Sargon of Assyria to Sid Vicious, even detectives, steppe-lords, the fabled Queen of the Nile to the forgotten King of Mayan Yaxchilan. $36.95

GURPS Y2K Ten popular GURPS authors take a long look at all millennium's end fears and facts, from computer crashes to global warming, from a nuclear apocalypse to the Biblical Apocalypse. $36.95

Murphy's Rules Not actually for GURPS nor even a game product. This 74 page book contains hundreds of cartoon skits ridiculing all the stupid rules found in roleplaying games and wargames over the past ten years. $27.95

Suppressed Transmission Not actually for GURPS nor even a game product. This is Ken Hite's popular column of conspiratorial musings and weirdness, appearing weekly in ***Pyramid Magazine***. This anthology of ST's first year contains 34 of those original columns and more, including annotations, "stuff Ken left out," etc. *Due Feb.* $36.95

GURPS Traveller

GURPS Traveller 2nd Ed Revised edition. Returns us to the Traveller storyline that everyone loved – this is the official alternate universe for Traveller in which the Rebellion never occurred, the Virus was never released and the Emperor Strephon rules an intact Third Imperium. All presented with GURPS rules, which also cover modular starship construction full compatible with GURPS Vehicles, a space combat system for ships, etc. $42.50

GURPS Traveller Hardback Same as GURPS Traveller but this version sports a hardcover. $54.95

GURPS Traveller Alien Races 1 Two major races, the human descended Zhodani with psi powers and the Vargr, a race of canines. And three minor races, the tyrannosaurian Drakarans, the arachnoid Clotho and the enigmatic Sheol. With starship deck plans, vehicle designs, weapons, PCs and NPCs, history, culture, etc. $38.95

GURPS Traveller Alien Races 2 Presents Aslan (a warrior race that values honor and glory) and K'kree (vegetarians intent on killing all meat eaters), examining biology, home worlds, culture, & society. Also two minor species, the aquatic parasitic Inyx & the Devi Intelligence, sentient fungi. $38.95

GURPS Traveller Behind the Claw The Spinward Marches sourcebook. Over 400 star systems are described in detail, essays on the Imperial Nobility, a detailed history, GM info, current events, etc. $38.95

GURPS Traveller Far Trader Develop sector-wide trade routes, start your own character-run business, make contracts, exploit opportunities, learn how to run a commercial starship, run entire mercantile campaigns, including free traders, smugglers, and pirates, etc, 15 character templates. $38.95

GURPS Traveller First In Explore the edges of known space and face a thousand unknown challenges in this sourcebook for the Imperial Scout Service. With deck plans of four scout ships, scouts organisation, equipment, missions; also the process of exploration, etc. $38.95

GURPS Traveller Star Mercs Now you can run a military campaign! Experience combat and a soldier's life in the 57th century, recruite, equip and organise a mercenary unit; a comprehensive list of weapons and other equipment, and deck plans for the 800-ton *Broadsword* cruiser. $36.95

GURPS Traveller Starports Patrol, trade, and x-boat routes are the lifelines of the Imperium, and starports are their anchors. Crucial source of goods & info, also havens for smugglers, fugitives and black marketeers. *Mar.* $38.95

Harnmaster

FANTASY A fantasy world with an extensive, rich background. **By Columbia Games.**

HARNMASTER RPG 2nd Ed The long awaited 2nd Edition rules for the Harnworld fantasy world setting. This edition has been completely rewritten, with an emphasis on ease and use an fun. The rules are presented in a modular format, with dozens of optional rules that allow you to customize your own level of detail. All pages are printed on cardstock, with extensive use of color. Characters have personal histories and distinct personalities. Skills are derived from character attributes and improve with experience. Combat depends on weapon skills and experience. Does not use 'hit points'. You receive injuries to your body, and these wounds take time to heal. **$69.00**

Pilots' Almanac Maritime and piloting rules for Harn. With this module it becomes possible for PCs to go to sea and follow a career as a pilot, pirate, or maritime trader, or a combination of all three. With 4 gorgeous color maps. **$39.95**

HarnMaster Character Sheets Pad of character sheets in full color. **$14.95**

HarnPlayer Comprised of three parts. The first is an overview of the geography, politics, economics, law, religion, and history of Harn. The second covers the Harnic legends and folklore. The third is a players' Harnic Dictionary, a comprehensive alphabetical reference which players can look up on an ongoing basis. **$34.95**

HarnMaster Magic Features extensive rules and background for generating and running a Shek-Pvar (mage) character; enchantments and spells for each convocation; optional and advanced spellcasting rules, etc. **$52.95**

HarnMaster Religion Features extensive rules and background for generating and running a cleric character for each of ten different religions, plus rituals (miracles) for each religion and churches; the ten major deities are explained along with their mythos and churches; etc. **$52.95**

HARNWORLD 2nd Ed This is a realistic medieval environment for fantasy gaming. Using any rule setting, you can now create and plan your own quests and adventures within a complex and detailed fantasy background. Quality, detail and consistency are evident on every page. This two book set includes a stunning color map of Harn, along with an overview and detailed index of the cultures, economics, geography, history, politics, and religions of the island. Also covers Kethira and Lythia with the same detail. **$52.95**

100 Bushels of Rye Adventure in which the players must investigate the violence at Loban manor and Amba mine, and then if possible solve the mystery. Thevillage of Loban has been mapped and described in some detail. **$26.95**

Azadmere A dwarf mountain kindgom and city. Includes a color map of this impressive walled city, plans of the city's tunnel network, and history, culture, religion and economics of this region. **$28.95**

Castles of Harn All eight sites in Castles of Harn include a color local map, interior plans of each castle, and a key to special features in each settlement. **$32.95**

Castles of Orbaal With a full color map of the Viking Kingdom of Orbaal, showing all major settlements, roads, trails, etc. With an index of political, social, and economic for each settlement. Features four castles in detail including color maps, detailed interiors. **$32.95**

Chybisa A tiny feudal kindgom in eastern Harn, ruled by Verlid II. Chybisa maintains a fragile independence from Kaldor and Melderyn, both of whose kings have claims on her crown. Includes full color map, history, etc. **$26.95**

Curse of Hlen An adventure set in the locals of Borin, Hlen, Varaxis, and the city of Nascent Visions, which is a great city in Yashain, fought over by legions of Larani and Agrik for thirty centuries. It is currently held by an ambitious warlord of unknown origin. And Panage awaits yoru arrival... **$32.95**

Dead of Winter A murder mystery adventure set in a Laranian abbey in Kanday, with rich descriptions of the abbey and surrounding locale. Can your characters find out who is murdering the clerics? **$26.95**

HarnManor Rules to generate useful, realistic Harnic villages, populated with serfs, freeholders and craftsmen. Rules to populate the lord's household and how to operate reastlic medieval manors. Also has four manors presented in detail, being Avonel. Clord. Roganter and Turenborg. **$52.00**

Kaldor The Kingdom of Kaldor is on the verge of a succession crisis. The aging king has no legitimate heir, and contenders for the throne are jockeying for position. A large color map of the kingdom is included, with political, historical, economic, and cultural notes. **$36.95**

Kiraz: the Lost City Now and then an adventurer grown brave from too much ale, and greedy from tales of treasure, comes to Kiraz. If he is not enslaved or slain by the Equani or gargun, he may just manage to escape. **$26.95**

Menglana A once great kingdom now in decline and under pressure from both the rising power of Ibanvaal and the piratical realm of Rogna. There is growing unrest among the clans. Also has full color maps of the Kingdom and towns. B&W maps. etc. **$32.95**

Nasty, Brutish & Short Contains details on the unique Gargun (orc) cultures of Harn, color maps, and interior plans of four Gargun caverns, and six related orc-bashing adventures. **$20.95**

Orbaal This fragmented and unruly northern kingdom, was a Jarin realm before being conquered by Ivinian vikings. Includes notes on the history and culture of Orbaal, geneological data on the royal clan, and a color page of heraldry for thirty-eight great clans. **$32.95**

Shorkyne A large feudal kingdom in the south which has maintained her independence, which is falling apart. Scheming, regional lords hold sway over a week throne, only co-operating to repel an external threat. With a full color 21x32" map. **$52.95**

Heaven & Earth

HEAVEN & EARTH RPG In the small town of Potter's Lake lies a secret. A secret of conspiracy and of darkness. The secret of the true nature of the universe and human destiny. Now that secret is about to be uncovered, and nothing will be the same ever again. You are a residentof Potter's Lake and now must discover that nothing you ever believed in was true. You will help to decide humanity's fate. And forget the dice, this is a new, diceless, deterministic action resolution system. 300 pages. **$54.95**

Heavy Gear

HEAVY GEAR RPG 2nd Ed The world Terra Nova was settled a thousand years ago, but now is isolated from Earth after the collapse of the Human Concordat. Two confederations exist on Terra Nova and apart from beating off invasions from imperialistic Earth, they totter on the brink of world war, with constant border clashes and raids. Warfare is mostly restricted to ground units such as Heavy Gears: suits of body armor making an infantryman into virtually a small vehicle; light and heavy tanks, striders, grunts, etc. This 2nd Ed includes the simple and elegant Silhouette game engine; complete role playing rules, a detailed world background, a rich setting; complete tactical rules and guidelines for campaigns, scenario generators for quick games; rules to use the tactical system as a hexless miniatures tabletop game; 20 illustration archetypes, illustrated & detailed stats for 8 Gears & 2 Striders. By Dream Pod 9, this is heavily influenced by Japanese anime. **$56.95**

Eastern Sun Emirates Leaguebook A land of many contrasts. Some emirs rebel against the mad Patriach. History, society, etc. **$34.95**

Heavy Gear Blueprints Has blueprints of some of the most popular Heavy Gears, Striders, tanks & spaceships. Each is 19"x15". **$21.95**

Heavy Gear Character Compendium Personalities and archetypes for GMs to spice up their campaigns. Each character has adventure seeds and links with one another. Also has NPC generator. **$38.95**

Heavy Gear Desert Hex Maps 4 new desert maps. 2 types. **$17.95**

Heavy Gear Design Works Presents development sketches and out of print illustrations, displaying the evolutions and functions of the principal vehicles and mechanical systems of the Heavy Gear universe. Lots of full color illustrations. **$33.95**

Heavy Gear GameMaster's Guide & Screen Perfect companion to Heavy Gear 2nd Ed. Contains a three-fold GM Screen, full color map of Terra Nova, easty to access reference tables, how to handle problem players, random equipment package tables, etc. **$35.95**

Humanist Alliance Leaguebook Built to provide the greatest good for the greatest number, the Alliance lives with a rigid caste system and near-religious worship of knowledge. But they use extreme measures in their struggle against deviants and the Southern Republic. Has new equipment, sample campaign sets up, etc. **$35.95**

Life on Terra Nova Sourcebook 2nd Ed Completely updated and revised, with new information. This book gives a complete and gripping history of the Heavy Gear universe, from mankind's early steps in space to the terrible War of the Alliance; an extensive examination of Terra Nova's characteristics from geology to hydrography and each regions flora and fauna; a listing and description fo all city states; heaps of NPCs; cultures and lifestyles; a listing of planets colonised by man in the 62nd century, etc. **$44.95**

Mekong Dominion Southern Leaguebook three. While the majority of the planet is bracing itself for what seems like an inevitable conflict, the Mekong Dominion is already engaging in all out warefare. Its merchants are doing huge business with enemies and allies, helping make the Dominion extremely wealthy. **$36.95**

Mini Heavy Gear This is like the old Mini Car Wars. It is a complete game of Heavy Gear mecha combat, printed on a full color, double sided sheet, which includes shortened rules, 8 counters of heavy gear, rules, and a small map. It plays by itself, you don't need any other rules. (You need a few D6 dice.) **$1.00**

Northern Guard The main armed force of the North and leading the fight against the Southern Milicia. The Guard fields a devastating combination of Gears, armor and infantry. Details on over 70 standard squadron types, for gears, striders, infantry and armor. Seven new Gear and tank variants. Background info, etc. **$37.95**

Northern Vehicle Compendium Two Tanks and Artillery. Mighty battle tanks and artillery platforms bring unprecedented firepower to the battlefield, which APCs carry troops to the front. Covers over 20 vehicles with record sheets. **$32.50**

Northern Vehicle Record Sheets One Companion to the Vehicle Compendium. Provides record sheets for 86 widely deployed Gears, 8 Combat Striders, 10 vehicle prototypes, and also has variants. **$34.95**

Southern MILICIA Army List A mis-matched army composed of assorted troops and vehicles, the MILICIA is a somewhat crude but nearly unstoppable steamroller. Over 70 cadre types, near Gear & tank variants. **$34.95**

Southern Republic Army List The Southern Republic is a sweeping land gifted with natural beauty and a prosperous civilisation. It is also an imperialist league formed upon supremacist ideologies whose history is steeped in the blood of the conquered. A look at the power behind the might of the Southern Republic. History, ranks, traditions of the armed forces, stats on new republican vehicles and equipment. **$42.50**

Southern Republic Sourcebook Complete details on the most powerful of the four Southern leagues of Terra Nova. Geography, history, economy, and society, including details on all its city-states. **$35.95**

Southern Vehicle Record Sheets One Companion to the Vehicle Compendium. Provides record sheets for 83 widely deployed Gears, 11 Combat Striders, 10 vehicle prototypes, and also has variants. **$34.95**

Tactical Air Support Covers everything not included in the primary rulebook, from air war tactical rules (movement, special manoeuvres, altitude) to dogfighting (one-on-one aircraft combat). It also includes all the necessary aircraft design and maintenance rules, new weapons, new perks, flaws, and twenty different aircraft types, and NPCs. **$35.95**

Technical Manual 2nd Ed Provides full background and development information, technical illustrations and complete rules for using, repairing and modifying technology. Consolidates the entire Vehicle Design System in one location and updates it to 2nd Edition standards. **$47.95**

The New Breed: Battle Before the Storm Based on the Heavy Gear Computer Game, this book describes the game's landships and provides insight as to their crews and capabilities, as well as giving background material. Contains an 8 page color section with cutaways, sketches, and screen shots from the game. **$47.50**

The Paxton Gambit A Heavy Gear campaign. Follows on the storyline from Crisis of Faith. The only thing which can save the Peace River City-state from scandal, assassination and terror is a small cadre of peace officers. Has fully fledged scenarios, source material, a history update, and new gears stats. **$28.95**

United Mercantile Federation Leaguebook Beneath the UMF's civilized and cosmopolitan veneer lies a ruthless heart that seeks to dominate allies and enemies alike. To these guys, business *is* war. **$34.95**

Western Frontier Protectorate Leaguebook Complete history of the WFP; info on their clan-based society, underworld groups, full write-ups and maps on all three Protectorate city-states & minor settlements, etc. **$34.95**

Heavy Gear Storyline Books

Crisis of Faith: Story Book One Traces the events on Terra Nova from TN 1933 through TN 1935. The planet lurches toward a global conflict and the words of Terranovans themselves betray their machinations and true intentions. Includes letters, private conversations, official reports. **$33.95**

Blood on the Wind: Story Book Two Investigations continue into the death of Thor Hutchinson, the leader of the Revisionist faith. But the reigning chaos in the Eastern Sun Emirates and Humanist Alliance could plunge the world into deadly war. Mighty armies clash at the poles and throughout the Badlands, reducing peaceful communities to smoking ruins. **$32.95**

Return to Cat's Eye: Story Book Three Someone with access to mass-destruction weaponry has destroyed a Terranovan city-state, and now itelligence agents work frantically to find out who did it... **$32.95**

Heavy Gear Tactical Combat System

Heavy Gear: Tactical Combat Boxed Set Contains 36 Gear color stand-up counters, 10 infantry counters, complete rulebook, two Player's Guides, 10 APC counters, 4 full color hex-maps, a detailed campaign book, and and exclusive miniature. Experienced players can still enjoy it because it has 12 new scenarios, plus the stand-up full color counters of Heavy Gears. **$79.95**

Tac Pack 1: Battle of Two Towers The West Frontier Protectorate has launched an attack against Southern forces. This is a full tactical campaign for the above boxed set, with two brand new regiments, heaps of scenarios, a campaign, two maps, three counter sheets. **$36.95**

Tac Pack 2: Shadow War A multi-part campaign set in the South early on in the war. The SR is secretly moving advanced bases into striking range of the North, so they must be destroyed. 2 new maps, 2 new counter sheets. **$36.95**

Tac Pack 3: Operation Sudden Fire The Northern forces pull back as part of a ruse, and then counter attack in full force. Has 2 maps and 3 counter sheets adding the 13th Northern Gear Reg't Charlie Co. and Milicia's 127th Regiment remnants. Scenarios can be played as stand alone if desired. **$36.95**

Armor Pack: Tanks & Striders Game stats and a hundred full color counters for 44 armored vehicles and striders. Also 4 scenarios. **$27.95**

Heroes Unlimited

SUPERHERO A good moderate-complexity system that is fully compatible with Ninjas & Superspies, Beyond the Supernatural, TMNT & the Palladium RPG. **By Palladium.**

HEROES UNLIMITED 2nd Ed The revised Second Edition. Virtually every type of hero imaginable, whether inspired by comic books. pulps, novels, film or television, is waiting to be created and played. Features over 100 super abilities, scores of sub-powers, 40 Psionic powers, 100 magic spells, enchanted weapons and objects, robot and cyborg creation rules, super-vehicles, alients, mutants, wizards, super-geniuses, vigilantes. 352 pages. **$47.50**

Aliens Unlimited Revised Edition Over 100 alien races and monsters, random alien creation tables, new super powers, bionics, high-tech weaponry, spaceships, UFO watch groups, Rifts conversion notes . **$38.95**

Heroes Unlimited GM's Guide Everything a GM or player could desire, with guidelines, reference information, playing tips, optional rules such as new rampage combat rules, clarifications, additional equipment, new characters, ten adventures, and adventure ideas. 224 pages. **$38.95**

Mystic China The darker side of oriental mysticism, martial arts and ancient gods. Hidden sanctuaries, monasteries, and strongholds preserve ancient arts and knowledge to fight evil. 192 pages. **$33.95**

Hidden Invasion

HIDDEN INVASION RPG It has taken us over a year to obtain more stocks of this X-Files style game, but at last, we found it! Mysterious lights appear in the evening skies. Strange sightings in remote parts of the world. Men in black harassing innocent people about what they have seen. Alien beings threaten our world. Humans are used for genetic experiments. The game details the alien races active on Earth, as well as their technology, underground bases, secret networks, human co-conspirators, and who the aliens have under their control! On special.... **$17.95**

Hol

HOL Human Occupied Landfill. An adults only RPG by White Wolf. full of offensive language and content. Set in a future slum-type setting, a virtual junkyard becoming the site of human occupation, possibly on another world long since colonised. If you want to know more, buy the book, because the whole thing is hand-written with innumerable handwriting styles which cause my eyes to want to look elsewhere. The book says it is a Science Fiction RPG for gamers who've had a really bad day. **$25.50**

Hong Kong Action Theatre

HONG KONG ACTION THEATRE RPG The world of blazing guns, flying fists and flashing blades. All the action of the action movies we see out of Hong Kong. With a ground-breaking new style of play that simulates every aspect of the action film, and produced in association with the Hong Kong film industry. In each adventure your character remains the same, whether a cop, a gangster, even an assassin. Does anybody really remember the different names of the characters played by Jackie Chan? No way! It's just a "Jackie Chan" movie. Features full source material for settings of Hong Kong and China, and profiles Jackie Chan, Bruce Lee, etc. **$36.95**

Film Festival # 1 Contains 15 new adventures taken from gunplay, martial arts and bizarre fantasy genres. 120 pages. **$27.95**

Swords of the Middle Kingdom Explore the world of Wulin, defeat the minions of the evil Manchu, and restore the benevolent Jen Dynasty to power. A fully fleshed out Chinese medieval fantasy world. **$52.00**

To Live & Die in Hong Kong New specialities, expanded rules for martial arts, vehicles and magic. Two new genres of films, six new adventures, more source material, updated film listsings, etc. **$32.95**

The Triad Sourcebook The Triads control crime in HK and have a history that stretches back 2,000 years. Covers their history, traditions and operations. Features heaps of gangsters and an epic length adventure. **$25.95**

Hunter: The Reckoning

HUNTER: THE RECKONING RPG The next book in White Wolf's World of Darkness. This time you play a human, an individual who knows the truth. You know monsters exist, and enough is enough. The forces of darkness must pay their due – its time to take back the night! 300 page hardcover book, with character types, creation & traits, hunter powers, tools hunters use in the hunt, storytelling, and the enemy you hunt. **$54.95**

Hunter the Reckoning: Storytellers Screen Typical GM screen and the Hunter the Reckoning Storytellers Companion, a book that reveals the secrets of the supernatural. All the powers, strengths and weaknesses of the World of Darkness monsters are here in this 64 page book. **$27.95**

Hunter the Reckoning: Survival Guide The sourcebook on stalking monsters and living to tell the tale. Updates hunters activities worldwide, offers tips on how to defeat the enemy. Alerts you to local monsters too. **$36.95**

Hunter: The Walking Dead Ghosts and zombies are hunters' greatest enemies. And yet, why does hunters' emergence and the rise of these monsters seem to co-incide. What is the connection between these two? *May.* **$29.95**

Hunter Book: Avengers The Avengers are the bloodthirsty, incensed, outraged and self-righteous among hunters. Learn their philosophies, motives, goals in this secret war. Also new traits, edges, etc. *Due February.* **$27.95**

Hunter Book: Defenders Defenders are ever vigilant, but they know when to fight, and all these new weapons and wards help keep the supernatural at bay. They are the last line against the monstrous hordes. *Due March.* **$27.95**

Hunter Book: Innocents Not all monsters are evil, and they were once human. Learn why the Innocents strive for peace, accepting and even helping those monsters who are deserving, and condemning the rest. *Due June.* **$27.95**

Immortal

IMMORTAL RPG By Precedence Publishing. It is the end of the modern world. The myths that humanity holds dear are crumbling as ancient gods rise from their secret places to fight a final war with the forces of darkness. A new age of legend is dawning, terrible, magical and breathtaking. Play a legendary god, hero or creature of myth. Wield awesome mystical powers against Earth's darkest foes. Claudia Christian is featured on the front cover. 96 pages. **$36.95**

In Nomine

IN NOMINE RPG They are very much like us. Some seek to do good, others corrupt and destroy. Some set out to do one thing, but accomplish another. Some are fiercely devoted to their work. Some doubt that they really make a difference. And some wonder, in the small hours of the night, if they picked the right side. They have greater powers, for good and evil, but they are merely pawns of greater powers still. This is the much awaited RPG of angels and demons in a perpetual battle for the future of mankind. Based on two French RPGs. Full color throughout, 208 pages. By Steve Jackson Games. **$44.95**

Angelic Player's Guide History, laws, and Choirs of angels, also the dark paths that can lead them to a fall from grace. Expanded angel descriptions, 4 new campaign concepts, etc. **$36.95**

Corporeal Player's Guide Focuses on the importance of humans in the war, whether they be mundanes, soldiers or sorcerers, undead or saints. Their skills, spells, abilities, and disadvantages are explored in detail. **$36.95**

Infernal Player's Guide Everything you wanted to know about demons - their history, laws, the Bands they belong to and the Princes they serve..even the paths that can lead them to redemption. Also mixed campaign concepts, renegades, creation guide. **$36.95**

In Nomine Game Master's Guide As the GM you not only play God but Lucifer and all the other Superiors. Here's the book that will help you do all that, as well as choose how light or dark your campaign is. **$36.95**

In Nomine GM Pack GM Screen plus an adventure for three to five Celestials, angelic or diabolical. **$21.50**

Liber Canticorum The Book of Songs. Over 300 new songs, sacred and profane. Songs are precious melodies already playing in your soul…but only a precious few can hear them. 128 pages. $36.95

Liber Castellorum The Book of Tethers (celestial outposts on Earth). Learn how these Tethers form, grow and die. Learn how to protect yours, while destroying the enemies, also how to create Tethers, staff them, etc. $36.95

Liber Reliquarum Has everything you'll need to put artifacts in your campaigns. Discourses on the nature of artifacts and their place in the world, enhanced rules for artifact creation, over one hundred new relics, and two adventures, etc. $36.95

Liber Servitorum The book of Servitors. Ancient angels, new demons, soldiers of heaven and humans sworn to hell. Reborn saints and undead mummies. Over 100 characters as ready for use as PCs or NPCs. $36.95

Superiors 1 War & Honor Seraphim and Malakim, aggressive or authoritarian…War, Stone, Judgement and the Sword. These four archangels are covered in depth. Presents their goals, & what it is like to serve them. $38.95

Superiors 2 The Takers The Takers -- the lovers of humanity . . . Mmmm, humanity. Andrealphus, Kobal, Haagenti, and Nybbas are all fleshed out in the second of the Superiors books. *Due February.* $38.95

You Are Here This book is full of different locations, which can be used as instant adventures in themselves, or worked into a campaign to add flavor: the secret projects of demon princes; sacred areas protected by archangels; ethereal domains etched into the global subconscious; human areas. $36.95

The Revelations Cycle

Revelations #1 Night Music Includes an adventure The Demon Prince of Rock & Roll, looks at the Archangel Laurence and Demon Prince Saminga; two new Superiors, expanded rules for soldiers, saints and the undead, ideas for adventures, etc. $35.95

Revelations # 2 The Marches Just be careful what kind of dream you have! The Marches is a vast dreamscape, ruled and fought over by Blandine and Beleth. Every mortal soul visits the Marches every night in slumber. $35.95

Revelations #3 Heaven & Hell Details the architecture and inhabitants of heaven and hell, including Dominic, Yves, Asmodeus, Kronos, Zadkiel, and Mammon, with many adventure ideas. $35.95

Revelations # 4 Fall of the Malakim The Malakim, purest of the angels and Heaven's ultimate weapon in the War, have never fallen. Most believe they can't. But in Los Angeles, a demon controlled cesspool selfishness and cruelty, something awful has happened and the truth may shatter the millennia old balance between good & evil. Includes an indepth look at Los Angeles and its celestial denizens $35.95

Revelations # 5 Final Trumpet Follows on from Night Music and Fall of the Malakim. The forces of darkness are trying to bring on Armageddon, a final battle that will engulf the whole world, but some infernals are opposing it while some angels are helping it – it is a time for everyone to take sides. $37.95

Ironclaw

IRONCLAW RPG Anthropomorphic fantasy roleplay. Set at the time of a change in the world's history. Characters can be from any of two dozen animal races, with over 60 careers, and begin with humble beginnings, but soon become involved in the machinations of the great houses as they vie against each other for control. Will you join the Bisclavret mercenaries hoping for fame and riches? Will you stand against the unyielding Avoirdupois warriors? Have the msyterious Doloreaux really unlocked the secrets of the wizard kings? $39.95

Jovian Chronicles

SCIENCE FICTION A complete Science Fiction adventure based on Japanese anime, brought to us by **Dream Pod 9.**

JOVIAN CHRONICLES RPG Silhouette Edition Tensions continue to rise between the Jovian Confederation and the Central Earth Government. Jovian President announced that Jovian Armed Forces will be increasing patrols in the Belt region through to the orbit of Mars. Earth responded by placing its fleet on high alert and placing new limits on civilian travel. War is expected before the end of the year. This is a complete game, using the Silhouette system found in Heavy Gear, about conflict in our solar system in the year 2210 AD. These rules contain everything required to play, including a detailed description of the Jovian Chronicles universe, the Silhouette roleplaying and tactical system, and a set of realistic vector-like space movement rules that are fast and efficient. Has more than 12 pre-generated vehicles. With full color pages. $53.95

CEGA Blueprints A set of eight highly detailed 19" x 15" blueprints covering the common warships of the CEGA Armed Forces. $21.95

Chaos Principle A large Jovian battlefleet arrives at Mars to protect the Confederation's sometime ally, the Martian Free Republic. But a fleet from Earth has come to support the Martian Federation, and soon both sides are seen scrambling for their fighters and exo-armors.The first Campaign Sourcebook. Contains all the vehicle designs, source material and info needed to play an extended campaign. $39.95

Jovian Chronicles Blueprints A set of eight highly detailed 19" x 15" blueprints covering the common warships of the Jovian Armed Forces. Full deck plans and layout diagrams. $20.95

Jovian Chronicles Companion Contains advanced rules and specific cases for those who want to take their characters and campaigns a step further. Additional background info, complete Silhouette vehicle and weapon design systems, etc. $43.95

Jovian Chronicles Mechanical Catalog There are a wide variety of vehicles in this book: exo-suits small enough to be used inside ships and bases; exo-armor, fighters, and space ships; and service and civilian vehicles such as repair robots. With stunning illustrations and background information on each item. $42.50

Jovian Gamemastering Made Easy Tips and tricks to help GMs with their campaigns, tools for designing campaigns, blank character & record sheets, & sturdy 3 fold screen. $33.95

Lightning Strike A game of tactical fleet combat where players control entire fleets. Has quick-start rules, basic rules and counters for both the JC and CEGA. Has rules for fielding exo-armors, fighters, exo-suits, warships. Advanced rules for aces, boarding actions, campaign rules including resource management, and six sheets of counters, including ships. $45.95

Ships of the Fleet Vol 1 - Jovian Confederation Details the fleets of the mighty Jovian Confederation, this book covering three new ships, a destroyer, a patrol carrier and a supply tender. All ships have deck plans, schematics, illustrations, background info, tactical combat tips, reload and repair times, etc. $42.50

Ships of the Fleet Vol 2 - Jovian Confederation Details the fleets of the mighty Jovian Confederation, this book covering new ships. All ships have deck plans, schematics, illustrations, background info, tactical combat tips, reload and repair times, etc. The five ships covered here are a frigate, transport, battleship, carrier and cargo vessel. $38.95

Ships of the Fleet Vol 3 - CEGA Covers three common CEGA ships, the Hydra-class defense boat, the Constantinople-class marien assault vessel, and the Birmingham-class attack carrier. 144 pages. $42.50

SolaPol Sourcebook Explores the history, organization and resources of the United Space Nations and the Solar System Police. Also forming and playing SolaPolice investigative teams, creating unforgettable villains. $38.95

Killer

Killer The game of assassination by Steve Jackson Games. This is the exciting live roleplaying game for intelligent, creative and slightly uncivilized people who want to knock off their friends without hurting them. You use water pistols, water balloons, pillows, rubber snakes, peanuts, etc, to hunt down and take out all the other players, until only one is standing. Includes 16 advanced scenarios as well as the basic game. Also hundreds of gadgets, strategies, etc. $27.95

Kingdoms of Kalamar

Kingdoms of Kalamar This boxed set is a complete fantasy campaign setting - the lands of Tellene, a world filled with powerful sorceries, strange races, clashing armies, deadly politics, chivalrous heroes, scheming villains, and much more. Set includes a 100 page book of a history of the peoples and nations, including the vast savanna of the Drhokker Horse-lords; a 88 page guidebook of deities and religions, secret organisations, etc; and a full color 36" x 48" map, one of the finest I've seen. You can use this setting with any fantasy RPG. (It cannot be played by itself.) $44.95

Kingdoms of Kalamar Map Set A twelve foot square full color map depicting the world of Tellene. $22.50

Mythos of the Divine and Worldy Kingdoms of Kalamar Vol II. 88 page guidebook describing 44 deities and religions of Tellene. Also details secret organisations, rune-sets for 11 languages, etc. $17.95

Secret Temple of Adajy The evil artifact known as the Orb of Midnight has been freed from its secret prison, religious fanatics disrupt the peace, the Prince's scout troops are missing, and more! $15.95

Sourcebook of the Sovereign Lands Kingdoms of Kalamar Vol I. 100 action-packed pages detailing the history of the peoples and nations of Tellene. From the Vohven Jungle to the vast savanna of Drhokker horse lords, with adventure hooks and a detailed essay on medieval cities. $19.95

Tragedy in the House of Brodeln The Duke is assassinated, the Prince has disappeared, and his son is threatened. You have to find the Prince, and your search will take you through a town, wilderness, and a dungeon, all covered in great detail. Includes 56 pages of background, NPCs, 8 maps, etc. $14.95

Legend of the Five Rings

ORIENTAL FANTASY A semi-historical fantasy RPG set in Japan, based upon the trading card game *Legend of the Five Rings*. **By Five Rings.**

LEGEND OF THE FIVE RINGS RPG Updated Version. A 250 page hardback book that brings us the roleplaying game based on the popular trading card game. Welcome to Rokugan, the Emerald Empire of a fantasy medieval Japan. Rokugan is a place of mystery and wonder, inspired by the legends of feudal Japan and other places in the far east. It's a world of samurai and ninja and spellcasting shugenja, where dragons soar the skies and danger lurks in every shadow. In this game you take the role of one of those legendary figures in search of honor, glory and adventure. Includes a complete beginning adventure to teach you the rules, simple character generation & flexible rules. Covers the Crab Clan, Crane, Dragon, Lion, Phoenix, Scorpion and Unicorn Clans, ronin, and hordes of monsters & creatures. $54.95

Bearers of Jade *The Second Book of the Shadowlands.* Everything you need to sustain a Shadowlands campaign, including new rules to help your samurai war against the armies of the Fallen One; also life and death at the Kaiu Wall; how to run a horror campaign; learn the history and power of 15 wondrous items lost or tainted by the Shadowlands; 2 dozen new creatures; spells. $45.95

City of Lies Amid the rolling hills and gentle plains of Rokugan rests a city whose walls are as green as jade. Located in the heart of the lands held by the secretive Scorpion Clan, the city is Ryoko Owari Toshi, Journey's End City, the darkest lair of intrigue and villany in the Emerald Empire. Dark secrets, hidden treasures, sinister vices, etc. Contains 2 maps, 3 books, and 2 booklets. $53.95

L5R GM's Survival Guide To our knowledge this is a limited release. A 160 page sourcebook for GM's with 1,001 tips, hints, answers and options. Charts help organize plot structure, village inhabitants, creatures, crops. Also sample plots, Rokugani Culture, comprehensive skills, advantages and disadvantages charts, integrating the CCG into the RPG. $44.95

L5R Gamemaster's Screen With a full color 4 panel GM Screen plus a 48 page book, covering kharma, GM advise, clarifications and errata, rules for casting maho, and a large adventure of Scorpion Clan vs Lion Clan. $27.95

Merchant's Guide to Rokugan From the secrets of the Unicorn caravans to the unseen influence of the Yasuki traders. Details on merchant character creation and campaign running, the Crane-Yasuki wars. $36.95

Otosan Uchi: Imperial City Campaign Box The boxed set covering the Imperial City . More details later. *Due March.* $54.95

Tomb of Iuchiban Iuchiban has been trapped in his secret tomb, guarded by the most fearsome traps devised, but an ancient cult is trying to release him to go on a rampage of evil. Your small band of samurai must prevent this, which will require you to enter the evil tomb. With an adventure, complete coverage of the tomb including maps, room descriptions and pictures, 12 room tiles, a history of the Bloodspeakers Cult, and character descriptions. $54.95

The Way of the Crab For 1,000 years the brutal Crab Clan has guarded the borders of Rokugan from the horrors of the Shadowlands. Now learn what drives the Emerald Empire's grim defenders and discover the tactics they use to keep their unholy foes at bay. Learn the untold legend of Osano Wo. $28.50

The Way of the Crane Surrounded by opulent splendor, the Crane have created a world of culture, beauty and virtue. For ten centuries they have followed the path of honor and loyalty to the Emerald Throne. Discover the intricacies of Rokugan's most noble clan. Courtiers, Kakita Artisans, Iron Crane Daidoji, etc. $28.50

The Way of the Dragon The isolated Dragons have always been an enigma to the rest of the Empire. Now, you can learn what drives this mysterious clan. Includes background and history of the major Dragon families, details on their magic, and rules for playing one of the famed tattooed men. $28.50

The Way of the Lion For a thousand years they have had a single purpose - protect the Emperor…at any cost. Gives the history of the Lion Clan, including their most important battles, and the generals fought them; new character rules; warfare in Rokugan; new skills, techniques, etc. $27.95

The Way of the Minor Clans These are the stories of the Fox, the Mantis, the Centipede, etc. Skills, schools, advanges, etc. *Due Feb.* $36.95

The Way of the Naga Secrets of this ancient race that rose and fell millennia ago; the war that nearly destroyed the Naga; the hidden ruins of six Naga cities; new character rules, five bloodlines; special powers of Naga females; the spell of the Great Sleep, which kept the Naga hidden. $36.95

The Way of the Phoenix Guided by prophecy and ruled by an enigmatic Council of Five, this clan wields magic that defies comprehension. In a land of discord, they are a force of peace. With their history, character creation, secrets, spells, & the Ronin Isawa. $27.95

The Way of the Scorpion "We are not misunderstood. We are just evil." The villainous Scorpion have made certain their reputation has remained untarnished throughout Rokugan's history. But are the masters of deception really who they want you to believe they are? Also rules for advanced poisons, the Shosuro Assassin, etc. $27.95

The Way of the Shadow The history of the Ninja, from the thin shred of Nothing that hid from the Sun and Moon, to the serveants of the Shadow. Meet the Goju, minions of the Darkness, and discover those who have sacrificed their identities and souls for power. Delve into the history of Isawa Ujina, destined to become the Nameless One. Learn how the ninja initiate their members, the hidden connection between the Darkness and the Scorpion Shadow. $39.95

The Way of the Unicorn For 800 years, the Ki-Rin Clan wandered the wastelands outside of Rokugan. When they returned, they were the Clan of the Unicorn, armed with barbarian magics and tactics. Discover the secrets of this exotic clan! Includes new battle rules for Otaku Battle-Maidens. $28.50

The Winter Court The winter storms and snow forces the armies of the land to rest their weapons. But in the court of the Emperor, the most powerful courtiers, diplomats, bushi and shugenja have gathered, hoping to seize the Emperor's favor for the coming year. Treachery and deceipt abound. $36.95

Unexpected Allies Over 40 templates of power and not-so-powerful inhabitants of the Emerald Fmpire, ready to thwart, annoy, or assist your PCs. Also how to use villains in the L5R setting, and hidden stories from the CCG, including numerous familiar characters such as Naka Kuro, Sanzo, etc. $36.95

Walking the Way The Lost Spells of Rokugan. Learn what magics the spell weavers of Rokugan posses. From the simplest meditations to chants capable of destroying cities, the power of the shugenja are laid forth before you. Has 50 new spells, each with a complete adventure to use them in. $36.95

Adventure Supplements

Honor's Veil Two adventures. A reckless Crane daimyo meets his death at the end of a wakizashi and you must solve the murder. And, two ambassadors disappear, a ghost appears, and to dig up the truth demands a price perhaps too high to ask. $17.95

Night of 1000 Screams An inhuman creature leaves murder and destruction in its wake. A mysterious sword is stolen. A shipment of festival goods goes horribly awry, a sinister cult plots to plunge the city into eternal darkness. Fast paced and action packed. $17.95

Code of Bushido A brutal murder shocks the Winter Court in the lands of the peaceful Phoenix Clan, and the honor of the Imperial line is challenged. The niece of the Emperor is kidnapped, and bandits become dangerous. $17.95

Twilight Honor The Shadowlands Horde grows stronger, and prepares to assault a weak point in the Great Kaiu Wall, Kuni Castle, which is being weakened mysteriously from within. If the castle falls, so does the whole Emerald Empire. Can you save the castle from being overwhelmed? $17.95

Midnight's Blood Contains two tales. A strange sickness infests the lands of the Phoenix, killing heimin and samurai alike. And, vengeful yorei, ghosts of sea-lost sailors, appear on the Mantis seas. An artifact needs to be found. $18.50

Legacy of the Forge The Lion return to recapture the palace of Toshi Ranbo, which was taken by Crane forces three years ago. But spectres of the dead arise in the midst of the battle. Why have they come? $21.95

Void in the Heavens The Oracle of Fire has gone mad, screaming through the heavens above Shiro no Shosuro, raining death and fire down upon the Scorpion provinces. If he is not stopped…but who dares face a dragon? $18.50

Character Travelogues

Each Character Travelogue has a deluxe 12 page character sheet, honor and glory award records, Akodo's Code of Bushido, pages dedicated to spells, techniques, tattoos, etc, and, heaps of blank scroll pages on which to write your characters exploits!

Crab Clan Character Travelogue	$3.95
Crane Clan Character Travelogue	$3.95
Dragon Clan Character Travelogue	$3.95
Lion Clan Character Travelogue	$3.95
Phoenix Clan Character Travelogue	$3.95
Ronin Character Travelogue	$3.95
Scorpion Clan Character Travelogue	$3.95
Unicorn Clan Character Travelogue	$3.95

Macho Women with Guns

Spoof A sling off at other RPGs and common sense in general. **By BTRC.**

MACHO WOMEN WITH GUNS RPG 2nd Ed I'm extremely embarrassed by this, but it's true. Macho Women is back in stock. If you are tired of storytelling and diceless angst, and just want to go out and blow the living daylights out of something, Macho Women is the way to go. All the bad things are rolled into this one tasteless volume of 72 pages, with lots of new rules, cook artwork, and literally thousands of words arranged into marginally coherent sentencess. $14.95

More Excuses to Kill Things Pre-designed adventures, scenarios and a solo adventure to twist your brains into putty and your characters into greasy spots on the carpet. More monsters, more gimmicks, more ways to turn mindless mayhem into experience points. $14.95

Guns, Guns, Guns Lets you design custom weapons for any roleplaying system, also detailed conversion guidelines for transfering weapons from one system to another. $26.95

More Guns Provides complete stats for over 500 guns and melee weapons for eight separate RPG systems, Timelords, Corps, TORG, MegaTraveller, Cyberpunk, Twilight 2000, GURPS, Hero Systems. $36.95

Maelstrom

MAELSTROM RPG Before the Great Equinox there was an Empire. In the Empire all things were good. The world didn't shift around, and the shrikes were far away. There were great machines and ships that flew in the sky. The storm was tamed and the Empire brought th whole world together with obelisks and roads. But all of that is gone now. The storms tore it all apart. The setting of this game is a rich world of shifting realities, all tied together by the same storm. Home to alien cultures, Leonardan magic, gunpowder and pseudo-science, it caters to many different styles of play. From piracy on the high seas of the Outer Crescent to illegal duels at the Queen's Amphitheater, the setting touches on magic, science and the world of dreams. Game focuses on storytelling. $45.95

Tales from the Empire A guide to the city of Diodet, a city gone mad! Ruled by a quen who's been missing for 500 years, and run by a caphir that no one has ever seen. Diodet is lost in an insular world of parlor games and denial. A city of politics, adventure, romance and intrigue. All in the shadow of a ruined empire. $29.95

Gray's Journal A 78 page journal/magazine with a collection of stories, adventures, realms and gadgets for the Maelstrom RPG. $7.50

Story Engine – Universal Rules Not actually for Maelstrom, but by Hubris games. Yet another generic set of roleplaying rules. Story Engine uses relative instead of linear scales, fitting everything from super heroes to high fantasy to film noir and murder msyteries. Action is resolved as whole scenes through a bidding process, players spend resources to increase chances. $21.95

Mage: Sorcerer's Crusade

MAGE: THE SORCERER'S CRUSADE RPG Blades clash and spells blaze forth as the Council of Nine Mystick Traditions comes together to preserve the ways of Magick. Against them, a united Order of scholars, visionaries and monster-slayers struggles to illumine the world with Reason. Magick has gone mad, and a terrible Scourge punishes those who pursue its Mysteries. Hardcover book which can be played as a complete rolplaying game by itself. The forces of magick, faith and reason clash in this epic game of Renaissance intrigue. As the cannons of the Technocrats blast mystick covenants, the battle is joined in unknown lands and shadowed corridors. Is the future set? Can magick be saved? Travel from the New World to the Far East to distant cosmic worlds in this prequel to Mage. Contains dozens of magickal societies, mythic beasts, setting systems and lost secrets. $45.95

Artisans Handbook Details Daedalean guilds and skills, politics among the lodges, and the theories of the reasoning arts. With High Magick machinae and devices; & systems & hints for those inventions that go awry. $27.95

Bygone Bestiary Here be dragons! And unicorns and gryphons and other, darker things. Descriptions, folklore, roleplaying hints and systems for dozens of magical and mundane creatures. Can also be used with Mage: The Ascension, Changeling and Vampire: Dark Ages. $29.95

Castles & Covenants In the Dark Fantastic age, a sorcerer's home is his castle. This is guide to strongholds, the magi who reside there, and the ins-and-outs of castle life in this time period. Also allows you to design a fortress-home for your character. $33.95

Crusade Lore The essential storyteller's screen, plus a 72 page book with even more important rules and information that could not be crammed into the rulebook. $27.95

Infernalism: the Path of Screams The Path of Screams is the ultimate descent, a rebellion against all that is holy and right. Those who choose to Fall perform blasphemous rites, master horrifying magicks, and sell their very souls to demonic tempters. For mature readers only. $32.95

Sorcerer's Crusade Companion A complete look at the cultures, customs and politics of the Dark Fantastic World. New rules for fencing and using magick in the heat of combat. A look at nations outside of Europe – take your characters to the New World and the Far East. $42.50

The Order of Reason What secrets do this order's battlements conceal? They are like a beacon in the night, but the worst of their enemies in the night may hide within the Order of Reason itself! *Due June.* $39.95

The Swashbucklers Handbook An essential guide to surviving a different kind of war – the dance of seduction, intrigue, assassination and plain-old villainy. An age of flash and flamboyance. *Due March.* $32.95

Mage: the Ascension

DARK FANTASY Third in White Wolf's immensely popular series. The players take the roll of magicians in a modern day setting. As always, the emphasis is on role play, not rule play. **By White Wolf.**

MAGE: THE ASCENSION 3rd Ed This 3rd Edition is fully revised. The mages have lost their war for reality, but the struggle continues. All of the Traditions have been updated and elaborated, along with the history the of mages. Explore the revised rules of the Spheres, Resonance and Paradox. See the devastating changes that signal the end for the Ascension War, and learn how modern mages survive 2000's Year of Revelations. Hardcover. *March.* $54.95

MAGE: THE ASCENSION 3rd Ed Limited Ed As above, but hardbound with a leatherette cover, gold-foil designs, slipcase. *March.* $130.00

Mage Storytellers Companion For Mage 3rd Ed. Expounds upon the history of the Ascension War. The dying Crafts are showcased, along with their fates and the forces arrayed against them. Also a host of additional abilities and rules to use Mage with other WOD ganes. *Due April.* $27.95

Beyond the Barriers: The Book of Worlds Pass through the Gauntlet, wander past the Penumbra, and encounter an infinity of worlds floating just beyond consciousness. Heavens, hells, paradox realms, chantries, umbral reflections and mysterious Zones spin in the unmappable dance of creation. Push on through the Horizon, and endless space becomes your playground. Just watch your step... $39.95

Book of Shadows Mage players guide, including new Traditions, rotes, talismans, Abilities, merits, flaws, in-depth truths about the factions of magic & the Path of Ascension, expanded rules for magic, foci, familiars, etc. $31.95

Destiny's Price An adults only unflinching look at the mean streets of the post modern world. It's not a pretty sight. Loaded with info, atmosphere, references, characters, and settings, and can be used with Mage, Vampire, Werewolf, Wraith, and even Changeling. $25.50

Digital Web 2.0 Cyberpunk is dead! Not so very long ago, a tragedy opened the doorway to a realm of impossibilities, a new creation where thought was power. More recently, the Virtual Adepts and their Technocratic rivals have waged a subtle war to control this Zone. Barely a year ago, a massive crash wiped the system & thrashed hundreds of Webspinners. Presents the Internet White Wolf style, new rules, rotes, gadgets, realms, plot ideas. $29.95

Dreamspeakers Tradition Book. Formed as a compromise, shunned as throwbacks, the Dreamspeakers emerge from the mists to guide the world to an awareness of its ills - by force if necessary. From their uneasy beginnings to their resurgence in the modern era, they have walked a steady road. $16.95

Guide to the Technocracy Hardcover guidebook. Embracing science for all mankind. One World, One Union. Has all the info needed to run a Technocracy based Chronicle, with Technocracy characters, new abilities, devices, procedures, organization. Discover how they deal with supernatural threats and what wonders they uncover. 244 pages. $48.00

Horizon: The Stronghold of Hope 500 years ago mages created a sanctuary separate from earth - a place that floated between what was and will be. But now poisoned politics and intrigue stalk through it's halls. $25.50

Initiates of the Art Now you can experience play as a newly Awakened mage on the road to power. New traits, rotes, incalculable dangers. Learn how to run a chronicle starting at the beginning of it all. $25.95

Loom of Fate Characters find themselves woven into a pattern of tragedy and usury where free will threatens the Tapestry. $16.95

Mage T-Shirt XL T-Shirt that says 'Mage: The Ascension.' $36.95

Mage Chronicles Volume 2 Features Ascensions Right Hand, the last in the Year of the Ally Series, and Halls of the Arcanum, core rules for playing ordinary people who stand and fight against the sorcerers of the World of Darkness. $33.95

Mage Chronicles Volume 3 Features two out of print titles, Loom of Fate and The Chaos Factor. *Due February.* $32.95

Masters of the Art Rules for creating Archmage characters and chronicles. Unlock the most potent power of the Spheres, beyond anything ever seen before. Discover the keys to Ascension itself. Let nothing stand in your way. $25.95

Tales of Magick: Dark Adventure Story ideas for high adventure in the World of Darkness. Earthshaking events in the world of Mage, character templates, cool toys, classic bits, etc. 84 pages, $27.95

Technocracy Assembled: Volume 2 Combines two out of print titles, Technocracy Syndicate & Technocracy Void Engineers. *June.* $27.95

Technomancers Toybox We uncover dozens of gadgets, widgets, inventions and killing machines from the vaults of the Virtual Adepts, Sons of Ether, Technocracy, etc. $25.50

The Bitter Road The end of the Ascension War sees the exile of the Traditions's Masters and the destruction of the ways of magic held dear for ages. Now only disciples remain to shepherd the masses & apprentices. *May* $32.95

The Book of Madness A bestiary for Mage, exploring the darker reaches of magick's touch. It presents the forces of Chaos itself, for players to fight and Storytellers to champion. $27.95

The Orphan's Survival Guide The player's guide for playing an orphan, including sects such as the Hollow Ones and Bitch Queen Vannoy and her network of Awakened misfits. New powers,gutter magic, rules, etc.. $28.95

The Spirit Ways See what awaits in the Mirror World with new abilities, merits and flaws for shamanic characters, an in-depth look at shamanic cultures across the world, a host of spirits & their realms, fetishes, rotes, etc. $29.95

Traditions Gathered: Songs of Science Vol 1 Reprints Virtual Adepts, Sons of Ether, Order of Hermes. These vital character sourcebooks define the very paths to magick and transcendence itself. $36.95

Traditions Gathered: Songs of Science Vol 2 Reprints *Verbena, Cult of Ecstasy* and *Dreamspeakers*. The Council of Nine Traditions has stood for centuries as humanity's best hope for survival and freedom. Together, the Traditions have strength, unity and power, but divided, they fall. $36.95

Traditions Gathered: Swords of Faith Vol 3 Reprints Akashic Brotherhood, Celestial Chorus, and Euthanatos. $36.95

Sorcerer A World of Darkness book. Presents systems and paths, merits and flaws, for Hedge Magic and Dark Sorcery, a host of secret societies, lore and templates. $26.95

The Book of Mirrors A Storytellers Guide for Mage. Covers situation by situation storytelling, developer's FAQ, secrets of the Ascension War, sample characters; a step-by-step chronicle history, index to Mage books, rules & magicks, etc, for this world loaded with dangers and intrigue. $29.95

The Chaos Factor A cross over adventure for Mage, Werewolf, and Vampire, in which Samuel Haight, the arch enemy of all Garou and target of the Verbena, has latched onto a secret that could begin Gehenna. All over the world of Darkness, mages, Kindred and Garou rush to intercept him. Some would kill him, others would aid him. $25.50

The Fragile Path A collection of stories, songs, poems, artwork, background info, conspiracies, etc. The paper is very thick and textured. $16.95

The Sons of Ether Tradition Book From the fringes of science and magic, the Sons of Ether carve mad wizardry and bizarre technology. By funnelling their wild theories through technomagick, the Sons blast the static truths of the Technocracy into ruin. $16.95

The Technocracy: Progenitors The sourcebook which explores the motivations and powers of the Technocracy, the fractious organisation that controls humanity's will. $16.95

MAGE NOVELS

1. Tower of Babel Max Zorn is an Inquisitor for the Theocracy - and he was accidentally created by an author, Ron Church, who has magickal abilities. When the two meet, both of their worlds are shattered. $9.95

The Horizon War Trilogy

1. The Road to Hell The battle for reality itself ignites as mages of all stripes vie for the fabled Horizon Realms, the dimensions juxtaposing Earth and...elsewhere. A villain from the mages' past returns to claim his legacy. $10.95

2. The Ascension Warrior What link is there between the sudden obtaining of self-awareness and subsequent disappearance of the AW clone, and a mysterious figure arising, a being of incredible, inhuman power. Can he resolve the Horizon War? $10.95

3. The War in Heaven The mages of the Nine Traditions and their sworn enemies, the Technocracy, find themselves under attack by the Ascension Warrior. Two horizon realms have already been obliterated. $10.95

Marvel Super Heroes

SUPER HEROES The famous super heroes from the Marvel Comics series. **By TSR.**

MARVEL SUPER HEROES Adventure Game The Marvel comic universe comes alive in a new adventure game. Now you can play Spider-Man, Wolverine, Iron Man, and others as you dive into the awesome action and madcap mayhem that make Marvel comics number one. Play your favorite heroes or create new ones. Includes basic rules with advanced options, an introductory adventure, a narrator's guide, catalog of superpowers, a roster of Super Heroes and Super-Villains with official game stats, and a Mighty Marvel Fate Deck for resolving all the action! $45.95

A Guide to Marvel Earth Researchs, analyzes and compiles a full listing of all specialized sites, special-issue weapons depots, special research facilities, and headquarters associated with superpower teams & people. $29.50

Avengers: Masters of Evil This epic adventure featuring the Thunderbolts pits the Avengers against the ultimate team of Super Villains in a fight to the finish. $15.95

Avengers Roster Book Features all the info you need to incorporate the Avengers, their friends, and their foes into your adventures. Includes heroes from Marvel Super Dice. Overviews the Avengers' history, equipment, etc. $32.95

Fantastic Four Roster Book More than 100 friends and foes of the Fantastic Four, descriptions and game stats. 144 pages. $34.95

Fantastic Voyages Journey from the depths of the ocean to the farthest reaches of space with the Fantastic Four. The adventures include Dr Doom, Galactus and Skrulls. $16.50

Spiderman: Marvel Team-up Spider-Man, Iron Fist, Daredevil and other lone wolves of Marvel Manhattan step out of the comics and into the MSH game in this collection of heroes, villains, etc. *Due Feb.* $18.50

Spiderman: Mysterio's Ways Mysterio with Scorpion and Rhino hatches an extensive plot to defeat & humiliate Spiderman. *Due Jan.* $9.50

The Reed Richard's Guide to Everything Explains how things work in the Marvel universe in an entertaining and visual fashion. Includes optional rules and full color section. $31.50

X-Men: Resurrection of Cyclops Cyclops and Jean Grey race the clock as they try to save Apocalypse's slaves. 32 page adventure. *March.* $9.50

X-Men Roster Details on the Uncanny X-Men, Excalibur, Generation X, Alpha Flight, and other teams of mutant heroes and villains. Descriptions and game stats on over 100 characters. $35.95

X-Men: The Age of Apocalypse You players can relive the major events of this most popular X-Men stories. *Due April.* $17.95

X-Men: Who Goes There An anthology of adventures, presenting a grand saga of deadly danger and doom for the Marvel universe, engineered by the sinister Brood. $17.95

Mechwarrior

SCI-FI Powerful stellar empires fight a savage galactic war for technology, production facilities, and water resources. For further titles see BATTLETECH under Science Fiction Boardgames. **By FASA.**

MECHWARRIOR 3rd Ed. Get out of the cockpit and into the adventure with the all new, updated *Mechwarrior RPG*, the complete roleplaying game of the BattleTech universe. Players take on roles such as spies, fighter pilots, smugglers, and mechwarriors. Revised with a completely new game system, featuring fast play rules, a unique character creation system that generates game abilities & background story together, and colorful fiction. $46

1st Somerset Strikers The TV animated series. The series features Adam Steiner, leading a ragtag group of mercs called the 1st Somerset Strikers against Clan Jade Falcon, who conquered his home world. All 14 episodes are detailed, and the book is full of color art. $29.95

Jade Falcon Sourcebook Describes the history and military organisation of the Jade Falcons - bane of House Steiner. Includes rosters of the Inner Sphere invasion forces, and their unique 'Mechs. $25.50

Living Legends An unknown WarShip's sudden appearance deep in the Clan Occupation Zone may jeopardise a spying mission vital to the Inner Sphere. The PCs must investigate the mysterious arrivals to determine whether they are friends or deadly new foes - while staying one step ahead of the Clans. $16.95

Mechwarrior's Guide to Solaris VII Adventure awaits on the game world of Solari VII, where death is a sport and the stakes are your life. With source material, campaigning rules, mech dueling rules, adventure. $32.95

Royalty & Rogues Recent raids by Periphery pirates have devastated the planet Bryceland, and the world's ruler seems powerless to stop these marauders. Fearful and furious, Bryceland's citizens talk of revolution, while forces behind the scenes plot a military coup. Only one woman can keep Bryceland from civil war - Samantha Davion-Harland, but she's been abducted by the pirates. Its up to you mercs to find and bring her back. $16.95

MECHWARRIOR NOVELS

Warrior Trilogy

1. Warrior: En Garde At last, the magnificent trilogy by Michael Stackpole is being reprinted. The betrothal of the Archon-Designate Melissa Steiner to Prince Hanse Davion of the Federated Suns, sparks off the Fourth Succession War. Things become even more complicated when Melissa Steiner is hijacked. $12.95

2. Warrior: Riposte Maximilian Liao's plan threatens to rip the Federated Suns asunder. He has joined with Duke Michael Hasek-Davion and Justin Xiang, a former Davion officer. And interstellar legend Yorinaga Kurita has returned to stake his claim as the most bloodthirsty warrior of all, $12.95

3. Warrior: Coupe The minions of Liao is about to cripple the Federated Suns, assassins stalk Melissa and Katrina Steiner, and the Kell Hounds play search and destroy with the most fearsome Kuritan unit ever formed.. $12.95

Return of Kerensky Trilogy

1. Lethal Heritage Its back! The first novel in the Blood of Kerensky Trilogy. It is 3050 and an unknown military force of awesome technological power suddenly invades the Innersphere - the Clans! Nothing the Innersphere has can stop the Clans awesome mechs and Elemental infantry. But what is the purpose of the Clan invasion, and why do the Clans bid against rival factions before each battle. By Stackpole. $11.95

2. Blood Legacy The Clan invaders have declared an assault on the Draconic Combine. Hanse Davion is handed an opportunity - will he take advantage of the situation to destroy his enemy, or will he help his enemy against this new threat? And what is Comstar up to by helping the Clans? $11.95

3. Lost Destiny The Innersphere is a wreck. Heirs are missing or dead. Realms are overrun. The Clans are closing in on their prime objective - Terra itself. Now the Innersphere's only hope lies with the very men who betrayed them - Comstar. $11.95

Miscellaneous Titles

1. Decision at Thunder Rift 1st BattleTech novel. Grayson Carlyle finds his life destroyed when bandits attack his world and massacre the garrison. Now all he needs to begin his revenge is a mech - but how? $8.95

2. Wolves on the Border Set in the 3020s, Minobu Tetsuhara, a Kuritan Mechwarrior, saves the life of Jamie Wolf of Wolf's Dragoons from an ignoble death, creating a powerful bond between them. But a Warlord's hatred sets them against each other in a ferocious Mech battle on a miserable ice world. $9.50

3. Heir to the Dragon Set in the 3020s, this is a reprint of an old title. It is time for Theodore Kurita to consider to taking upon himself the mantle of leader for the Draconis Combine, but matters become desperate when Hanse Davion invades the Combine, intent on conquest. $10.95

5. Natural Selection A new bandit unit using Clan weaponry has invaded Federated Commonwealth space & is stomping on every garrison that gets in the way. Both the Wolf Clan and FC are desperate to stop these bandits before it escalates into a war - but who is supplying them? $8.95

7. Ideal War Thomas Marik has conceived of a plan to elevate the position of mechwarriors and keep devastating technological weapons on the back burner - but his plan is threatened by a vicious war on Gibson. $8.95

8. Main Event Jeremiah Rose wants revenge against the Clans & wants to start a new merc unit for that purpose. His own people reject him, so he goes to Solaris VII, needing money, mechs, & mechwarriors. Providing he can pull this off, he then wants to take on the Jade Falcons. $8.95

9. Blood of Heroes It had to happen - Richard Steiner has decided to form the Skye Marches into an independent state, & sends forth the Tenth Skye Rangers to do the job. With an elaborate plan, they assault Glengarry, when most of the Gray Death Legion are called away. What chance do the recruits & others left behind have against overwhelming odds? Can young Alexander Carlyle perform a miracle? $8.95

10. Assumption of Risk By Michael Stackpole. Arguably the best BattleTech novel written to date - this novel will set your mind spinning. As Kai Allard-Liao fences with his uncle Tormano Liao, we not only discover the horrifying truth behind Katrina Steiner's murder, but events almost lead to war, and the machinations of Davion/Steiner politics are gripping. $8.95

11. The Far Country A Kurita jumpship makes a misjump and arrives near an uncharted planet. The ship falling apart, the 8 Kuritan strike team members, mech mercs, and ship's crew all flee to the planet, where they find another ship has made a similar misjump 300 years ago. They spend most of the novel fighting amongst themselves, & then against the earlier people. The heroes of the book are bird-aliens who behave like Ewoks. $8.95

12. D.R.T. Part two in following Jeremiah Rose & his Black Thorns. They land a job defending the Kuritan planet Wolcott inside Smoke Jaguar territory. The fact that they are paid so much of their contract in advance makes the whole affair appear somewhat suspicious, and they end up going head to head with the Nova Cats, both 1st & 2nd Line units. $8.95

13. Close Quarters The Cabelleros sign on to protect Theodore Kuritas corporate-mogul cousin, They think it is a low risk, high paid job. But danger lurks among the looming bronze towers of Hachiman - the yakuza and the ISF, both trying to bring down the man they are trying to protect. The main character is Cassie, a hardened veteran scout working for the Scout Regiment of mechs. $8.95

14. Tactics of Duty Insurrection sweeps through the fragmenting Federated Commonwealth, pitting Steiner against Davion forces, and civilians against their petty oppressors. On Caledonia, its not different - except that the mercenary Gray Death Legion is caught in the middle of it all. $8.95

15. Highlander Gambit Chancellor Sun-Tzu Liao dispatches Death Commando Loren Jaffray to the planet Northwind. His mission: to single handedly destroy the elite Northwind Highlanders, the mercenaries who abandoned the Capellans in their hour of need thirty years ago. As the grandson of famous Highlander warriors, Jaffray is the perfect instrument to exact Sun-Tzu's revenge. But Prince Victor Davion is not going to sit back and watch.$9.50

16. Star Lord A self-appointed Star Lord launches a series of raids that threaten and terrorise the universe with an army disguised as Knights of the Inner Sphere. Thomas Marik employs an unlikely company of mechwarriors and shows the Star Lord that two can play at impersonation. $8.95

17. Malicious Intent Vlad Ward uses secret information to re-establish the Wolves as a fearsome Clan while the Jade Falcons embark on an ambitious campaign driving deep into Katrina Steiner's Lyran Alliance. Katrina must turn to Victor for help, but that won't stop her from trying to do him in! By Michael A Stackpole. $9.95

18. Hearts of Chaos The fanatical Black Dragon Society want to conquer the planet Towne, and Chandrasekhar Kurita sells Cassie Suthorn and Camacho's Caballeros to resist the invasion. But everyone thinks they are the invaders! $9.95

19. Black Dragon The Black Dragon society is tired of fiddling around, and plan to kill Theodore Kurita. But Cassie Suthorn and her indefatigable Caballeros could be the only unit with enough guns and grit to save the Draconis Combine from these extremists. $11.95

20. Double-Blind The Magistracy of Canopus has been the target of aggression by the Marian Hegemony, and Marcus GioAvanti and his Avanti's Angels are hired to protect them. But soon they have to face the real force behind the hostilities - the religious order of lunatics called the World of Blake. $13.95

21. Binding Force Aris Sung, a warrior of the noble House Hiritsu of the Capellan Confederation, is chosen to break the newborn Sarna Supremacy and bring the worlds back into the fold. But Aris finds he must beat the odds in a race against time and treachery, or House Hiritsu will be destroyed. $9.95

22. Impetus of War The Northwind Highlanders are hired by the Draconis Combine to take on a mission unlike any before - to strike into the Deep Periphery to crush one of the Smoke Jaguar's supply centers on a distant world called Wayside V. But a nasty surprise is waiting... $12.95

23. Illusions of Victory All is not well on Solaris VII, the gameworld where entertainment is king, money is power, & mechwarriors from every corner of the Inner Sphere come to make war against each other. *April.* $10.95

TWILIGHT OF THE CLANS SERIES

1. Exodus Road Star Captain Trent of Clan Smoke Jaguar is a warrior born, a steadfast believer in the way of the Clans - until unsavory political intrigue leads him to wonder just how far his Clan has fallen from those ideals. From a captured Com Guard tech he learns of a possible life of honor in the Inner Sphere, but can he escape? $11.95

2. Grave Covenant As the truce of Tykayyid nears its end, the lords of the Successor States embark on a radical scheme to stave off galactic war - creating a new Star League Defence Force to destroy a powerful invading Clan. But backbiting and in-fighting may destroy this bold plan in its infancy. $11.95

3. The Hunters "Carry the fight to the Clans" has become the rallying cry for the armies of the Successor States. Now, as they launch their offensive against the Clan Occupation Zone, a task force is drawn from across the Inner Sphere and heads down the Exodus Road to the very Clan homeworlds. $10.95

4. Freebirth On his Khan's orders, mechwarrior Horse of Clan Jade Falcon travels to Clan Smoke Jaguar's home world to investigate a Falcon secret scientific station. But what secret experiments are being done that could be the end of Horse and give explosive results to the whole Clan? $10.95

5. Sword and Fire Task Force Serpent stands poised on the brink of the greatest military operation since the liberation of Terra in 2277 - the target is the Smoke Jaguar homeworld. But with an assassin loose in her forces, General Ariana Winston will have to drawn on all her skill to reduce the Jaguar's planet to ruins with sword and fire. $10.95

6. Shadows of War Task Force Serpent descends upon Huntress intent on destroying Clan Smoke Jaguar. But the Jaguars are more cunning that ever suspected, and then from the shadows enters a new threat - the greatest danger to humanity's future, and the war to end all wars is ignited. $10.95

7. Prince of Havoc Prince Victor braves the unknown and travels to Strana Mechty, the heart of Clan territory. There, with elite units from the Innersphere, he must try to destroy the Crusader cause amidst the Clan factions. The Clans accept his challenge. But Victor left behind his scheming sister Katrina Steiner, whose ambition knows no bounds. $10.95

8. Falcon Rising Conclusion. Jade Falcon Khan Marthe Pryde strives to rebuild her clan. To do so she forms a troop composed entirely of freeborn warriors. Clansmen born of parents and not genetically engineered. She even allows them to compete for bloodnames. The other clans are outraged and the Steel Vipers use this as an excuse to mobilize for war against the Falcons. $10.95

The Capellan Solution Trilogy

1. Threads of Ambition Sun-Tzu is the First Lord of the resurrected Star League. In the last year of his reign, he decides to milk his power for every ounce of benefit to himself. His first target is the St. Ives Compact, lead by his own aunt, Candace Liao. Soon war is joined.... $10.95

2. Killing Fields Sun-Tzu continues the war to reunite the St Ives Compact with his own Capellan Confederation. But as the war drags on for years, Sun-Tzu makes one last desperate gamble to win – no matter what the cost. $10.95

3. Dagger Point Edwin Amis, new commander of the Eridani Light Horse, in response to First Lord Sun-Tzu sending hostile 'peace-keepers' to St. Ives Compact to suppress rebellion, stations counter forces close to the Capellan capital. War is on the horizon! *Due February.* $10.95

Mechwarrior Novels
(based on the computer game)

1. Ghost of Winter Ideal for new readers. Sturm Kintaro is a green mechwarrior, eager to begin his career. But pirates raid his planet of Kore and he soon finds himself stranded with no mech, no hope, no help – until he stumbles upon a long-hidden secret, with which he can strike back at the invaders. $10.95

2. Roar of Honor The bloodthirsty Dirk Radick of Clan Wolf launches an assault upon the valuable planet Toffen which is defended by inexperienced Ghost Bears lead by Angela Bekker. To win may require too high a price. $10.95

3. By Blood Betrayed Harley Rassor's brother joined merc corps Able's Aces, and died soon after. Now Harley's father has sent him to join the corps, in order to learn what happened to his brother. He finds a corrupt decaying merc unit, which is soon plunged into a losing battle with pirates. $10.95

Murphy's World

MURPHY'S WORLD RPG An RPG designed to give the GM as much fun as the players, because on this world, anything which can go wrong will go wrong, and at the worst possible moment. The humor is very light hearted and in the vein of Hitchhikers Guide to the Galaxy. This 152 page book presents a fully developed world where reality plays no part. Characters from any other RPG can be slotted in successfully. Includes lots of races and cultures, a ridiculous magic system, lots of nifty tables to generate silly places, things, creatures & people. Also has a stupid adventure. $36.95

Bob: Lord of Evil The Dark Lands, ruled by Bob, Lord of Evil, are a silly place where you can play light-hearted adventures with a techno-fantasy-horror theme. A complete game system, which also lets you use any character from any other RPG, or from Murphy's world. So join Murphy in exploring these twilight lands, fraught with new discoveries and the good ol' Murphy's Law. $36.95

Nephilim

HORROR One of the first of a spate of role playing games about great spiritual beings who have existed throughout time. Very much like the *Highlander* concept, and inspired by Hindu and Buddhist philosophies. **Translated and published by Chaosium.**

NEPHILIM RPG The nephilim character has a past which is as ancient as humankind, uses supernatural power, and has lifetime goals which are incomprehensible to most humans. These nephilim creatures are awakening en masse in the 1990s. 232+pages. $37.50

Chronicle of the Awakenings 16 new past life eras for character generation; more of the time-line; metamorphosis rules, transformations. $28.95

Liber Ka A supplement introducing an updated, alternative magic system following authentic occult principles. $25.50

Major Arcana Rules for astral travel, divination, meditation, magical correspondences, 30 new spells, 60 scenario seeds. $37.50

Nephilim GM Veil A GM reference screen for Nephilim and includes PC dossiers & a complete scenario. $26.95

Nephilim GM's Companion An invaluable resource full of background aids and resources for Nephilim GMs. $25.50

Nephilim Character Dossiers Character record sheets. $14.95

Secret Societies Since the fall of Atlantis the secret societies have grown, due to Nephilim patronage of human ambition. $28.95

Serpent Moon A series of four linked adventures set in the USA. $4.95

Nightbane

Horror Yet another "I woke up one day and I was no longer human!" game. The name has been changed from *Nightspawn* to *Nightbane* to avoid a legal battle. **By Palladium.**

NIGHTBANE RPG A dark fantasy game set in a world beset by inhuman creatures that threaten humankind. Ironically, some of these creatures - the Nightbane - have become the defenders of the world. Feared and despised by most normal humans, the Nightbane struggle to survive and fight the true monsters who have taken over the world. In this game, the monsters have quietly seized control of the government, police, and military. The average person is unaware that they are little more than cattle to these evil entities. The Nightbane grew up as normal humans, until the fateful Dark Day when their alien natures were revealed. Most of them are teenagers & young adults who now have to deal with the fact that they are physically repulsive & own many superpowers. They also must face the Nightlords. $31.95

World Book One: Between the Shadows Explores three mysterious worlds. The first is a world of espionage, spies, duplicity and secrets of the Spook Squad; the Astral Plane is far more mysterious and alive; and the Dreamstream, which is far more than the stuff of nightmares. $26.95

World Book Two: Nightlands Takes the players into the strange and wondrous Nightlands dimension, a twisted mirror image of our reality and home of the Nightlords, the inhabitants of the Lands of Night. Also has lost artefacts, new Nightbane talents and morphus, plus campaign and adventure ideas. $26.95

World Book 3: Through the Glass Darkly A book that will surprise a lot of people with its truly unique and twisted approach to magic, magic users and horror adventure. With 50 new spells, strange magical phenomena, living magic, Cybermages, Fleshsculptors, Mirrormages, mysterious locations, three adventures, etc. What lies beyond the Mirrorwall? Could the Guardians and Lightbringers have a hidden agenda? Are they a light or dark force? $26.95

Nobilis

NOBILIS RPG A very different kind of roleplaying game, in which direct physical or magical confrontation is rare. (No dice used in the game either!) Other methods are used other than violence to remove enemies. Players are the Nobilis, humans possessed by an immortal fragment of an Imperator's soul, with the power to tear down a nation or earn its worship. Imperators are the true gods, the banished angels, the great lords of dark and light. Set between the worlds of Chrysanthemum and Ash, whose roots trail into hell. Hardcover. $49.95

Obsidian

OBSIDIAN RPG The Age of Judgement Be warned, this horror roleplaying game is very warped, dark, and offensive to some. Strictly mature readers only. The year is 2299AD, and a desperate humanity wages war against the manifested legions of hell itself. In the final battle, the last vestiges of mankind construct a vast fortified city to hold the daemonic hordes at bay. Within this city, massive corporations vie for power, daemonic kults consume thousands, and technology has surpassed the limits of the flesh. $49.95

Over the Edge

OVER THE EDGE 2nd Ed RPG A game which pits the player characters against all manner of decadent, evil, twisted, mind-boggling, blood-curdling, soul-rending, ego-shattering, world-turning experience. The Game Moderator is called upon to evoke an atmosphere of surreal danger. The players are called on to deal with this danger to body and soul, to thrive and accomplish their own goals in spite of it. The setting of the game is the mysterious Mediterranean island of Al Amarja, a place where anything can happen: secret invasions from outer space and other dimensions, global conspiracies, secret races, psychic powers, fringe technology, and more. 240 pages. $7.00

Of Gods and Men

OF GODS AND MEN RPG A war between the gods resulted in them abandonning the world, and the elves and dwarves also departed at that time, no-one knows where they went. The survivors developed magic and technology, but strayed into the darker arts, and soon became in bondage to dark beings. But great Unicorns lead a revolt of the animal kingdom against the demons, and overcame them. But the human kingdoms then entered into endless war, and the Outland colonies still sought the dark arts. Then suddenly new gods arrived - gods who walk among the world like men, unknown, except for when they use their immense powers. 328 pages and 54 Divine Power cards. $39.95

Cults & Conspiracies It is the dawn of the sixth century since the gods left mankind to fend for itself. Now the realm is on the brink of war and perhaps its ultimate destruction. Strive to become a part of one of many ancient and arcane organisations which struggle with each other for domination. $16.95

Of Gods & Men GM Screen Standard GM Screen plsu 18 new Divine Power cards and an adventure. $16.95

Palladium

FANTASY Obviously based on the AD&D system, but with less game mechanics - ideal for those who like pulp fantasy but lack the motivation to read a plethora of rulebooks! **By Palladium.**

PALLADIUM FANTASY RPG 2nd Ed Dramatically revised and updated 2nd Ed of Palladium RPG. This is a bold and dangerous world of high fantasy. A world of magic and conflict. A world dominated by human civilisation built on the bones of non-humans who reigned before them. A world of unparalleled heroic adventure filled with magic, inhuman creatures and intrigue. Players can be an unique creature such as a changeling, wolfen, bearman. PCs include ogres, trolls, dwarves, humans, etc. Combat is fast & realistic. $47.50

Adventure on the High Seas 2nd Ed 224 pages featuring 24 character sheets, new character classes such as pirate, a dozen different ports, cities, towns and forts, adventures and adventure ideas, more world information and history; sailing ships and ship to ship combat. $35.95

Baalgor Wastelands An epic adventure sourcebook, detailing these notorious wastelands, examining the notable tribes, clans, key leaders, cities, an account of the terrible Elf-Dwarf War; info on the Baalizad, Quorians, Gromek, True Giants; monsters such as the Earthshaker, etc.. 216 pages. $38.95

Dragons & Gods Includes 14 dragons including the Hydra, Fire Dragon, Thunder Lizard, Cockatrice, Lo-Dox, Ultucan, etc; dragon hatchlings, adults and ancients, their society, powers and weaknesses; weapons and magic items made from dragons; over 40 gods complete with minions, magical weapons and artefacts, history, legends and worshipers, over 20 demonic lords, elementals and spirits of light; rune weapons, dragon slayer swords, etc. $35.95

Monsters & Animals 2nd Ed Details over 120 different monsters and creatures of magic, including giants, faerie folk, entities, sea serpents, ratlings, sphinxes, etc; many of which are optional player races. The animals section has over 200 animals. There are world maps for every creature, ideas for adventures, GM tips, etc. $35.95

Mount Nimro, Kindgom of Giants The domain of the giants – Jotan, Nimro, Gigantes, Cyclops, Gromek, Trolls, etc. These clans and tribes are unifying into one nation, a fact which scares all of their human, elf and dwarf neighbours, even the Western Empire. $31.50

Old Ones 2nd Ed The Old Ones existed long before the dawn of man, and they rule the Palladium World for untold millenniums. This book describes them in detail. Also describes the kingdom of Timiro from the campaign world. Includes details and maps on eight cities, 25 towns, 22 forts and various adventures. 224 pages with two new character classes. $35.95

The Compendium of Contemporary Weapons 176 pages of modern weapons, giving their ranges, weight, ammo, size, and game stats. Includes body armor, riot control devices, revolvers & pistols, rifles, shotguns, ammunition damage, & selected heavy weapons. $33.95

The Eastern Territory The Domain of Man, fiercely independent, ripe with promise, but poised on the brink of destruction. It is a land of diversity, challenges and opportunity. *Due Dec.* $38.95

The Island on the Edge of the World An adventure-sourcebook that takes place beyond the mountains of the Old Kingdom. Introduces crystal magic rules & spells, plus a vile mega-villain! $26.95

Western Empire An indepth look at the nefarious "Empire of Sin". The young bold Emperor Itomas, the Empires hierarchy, key nobles, cities and provinces, habits, allies, political intrigue, and wars. 200 pages. $39.95

Yin-Sloth Jungles 12 new occupational character classes and races including the beastmaster, holy crusader, witch hunter, bounty hunter, tezcat shaman, fire sprite, lizard men, headhunters, etc. 28 new skills, weapon notes, traps and poisons, the Great Fire Bog, Orcish Empire, more of the Palladium world's history. 25 maps, etc. 160 pages. $26.95

Pendragon

FANTASY An excellent and roleplaying game set before & during King Arthur's reign - players become Christian knights eager to prove their chivalry & courage, and sire a son! **By Chaosium.**

PENDRAGON 4th Ed. A dynastic game where each session equals a year of play time. The system is clean and dynamic, allowing the GM to concentrate on plot and characterisation. An important aspect of play are passions, which guide the players actions and desires. The new edition is expanded and includes material from Knights Adventurous. The most important addition is a brand new magic system, including player character magicians. 350 pages & map of England. $54.95

Arthur: The Bear of Britain Fiction. Celtic Britain in the fifth century is a land of art, song and wily princes. After Uther Pendragon dies, the princes nurse their own ambitions. But Arthur, Uther's son, believes Britain needs to be unified to resist the circling foes. This is the story of the twelve great battles that Arthur fights, of the fall of London and the Saxons, and finally, Camlann. $27.95

The Arthurian Companion Enter the world of Arthur, King of all Britain and master of a thousand knights. Explore the beauty and splendor of the legendary world of Camelot and the Round Table. Written in a warm and entertaining style, contains over 1,000 entries, cross-referenced and annotated. An alphabetical guide to the Arthurian legend and literature. $25.50

Beyond the Wall: Pictland & the North The Wall is Hadrian's Wall, a miles long fortification built centuries ago to hold back the hordes of wild savages living north of civilised Britain. Beyond it lies Caledonia, a bleak and harsh land where civilisation and feudalism have never reached. Tribal Picts, the Painted Men, rule here. Fiercely independent, they unify only to meet threats from outsiders, whom they loath and fear. Outsiders like your knights. 124 pages. $33.95

Blood & Lust Provides campaign material for the Dukedom of Angleland, GM's tips, & 4 linked adventures: The Heart Blade, Castle of Tears, Stygian Stallions & Morgan le Fay's Challenge. 128 pages. $32.50

The Boy King 2nd Ed Adventure with young Arthur in his quest to claim the kingship of Britain. This 80-year campaign lets you battle enemy lords, defend the realm against savage invaders, clear the land of awesome monsters, and find glory doing so. $35.50

Land of the Giants Explore the lands of Scandinavia in the time of Beowulf and King Arthur. While Arthur sat upon the throne in Britain, Beowulf and Grendel engaged in an epic struggle. Allows you to play Scandinavian characters or visit the country. Includes an adventure featuring Beowulf, and a map. $33.95

Pagan Shores A 126 page sourcebook detailing the land of Ireland in the time of King Arthur, a land full of tattooed pagans, power wielding druids, etc. Covers Irish character generation, Irish customs, an atlas of Irish Kingdoms, Laws of Property, the family, etc. $32.50

Percival & the Presence of God This is the first paperback edition of this classic Arthurian novel, focusing on young Percival's quest for King Arthur and the Holy Grail. The core of the book is the traditional tale of Sir Percival, first told in twelfth-century France, retold here by Jim Hunter. $18.50

Perilous Forest Features 3 major adventures, over 12 short scenarios, and extensive background details for western Cumbria and the Perilous Forest. With 2 maps, including Hadrian's Wall. $32.50

Tales of Chivalry & Romance Adventures which explore the two ideals which set King Arthur Pendragon apart from most other roleplaying games. The code of chivalry and the art of romance. 14 adventures. $25.95

Tales of Magic & Miracles Brings the characters into the supernatural world surrounding Arthur's Britain. Has five major and many short adventures, including Rosebriar Knight, Deceitful Faerie, Holy Sword, etc. $25.95

To the Chapel Perilous Arthurian fiction – a humorous story of the Quest for the Holy Grail. *Due April.* $19.95

Providence

PROVIDENCE MAIN RULE BOOK Providence is many things. It is a game of super-powers and magic. It is a world of high-fantasy and adventure, a battle between good and evil, right and wrong. Amidst the chaos and destruction stands a beacon of light. You are that light. Will you join the fight? This beautifully illustrated 264 page rulebook provides all the information necessary to begin a campaign. Included in this book is the character creation system allowing you to play a wide variety of characters. A complete description of skills, powers, and spells is provided. In addition, readers will be introduced to the Creative System, the set of basic, advanced and optional rules needed to fully explore the game. This is a place of high fantasy where the Arthurian legacy of grand chivalry is mixed, like a potent elixir, with the steel of super-heroes, including angels and demons. $34.95

Providence Main World Book War is imminent and the odds of survival are slim. The Alliance of Kings is greatly outnumbered and even their allies want to see them in chains. Internal problems are tearing the society apart. The world itself is trying to kill them. Providence needs heroes. Will you heed the call? This lavishly illustrated book gives a detailed look at Providence, with its inhabitants, geography and history, and a detailed description of the races, including Troupial Bat, Gargoyle, Dragon, and Eagle. $34.95

Providence Cliff-Spider: The War Citadel Sheltered within one of Providence's massive rocky spires, the Citadel is a unique city built entirely within natural and Wird-crafted caves, making this a formidable city. $29.95

Providence Cry-Star: First of the Free A sourcebook that describes the capital of the powerful Alliance of Kings. $32.95

Providence GM Compendium Has the typical GM screen, a 66 page sourcebook with over 20 influence characters described in detail, new powers, magical items, 8 page insert with character sheets and other play aids. $19.95

Providence The Book of Wird This tome includes fantastic spells for a wide range of Wird casters, including the familiar distinctions of Wird Weaver, Wird Dancer, Wylder and vile Blight Crwo, Bright Orioles, etc. $39.95

Providence The Horizon Striders Sourcebook describing the Striders. Learn who are the Ghost Walkers. $26.95

Providence The Kestrels: Becoming Fire Sourcebook describing the Order of Kestrels, elite and enigmatic martial artists. $31.00

Providence The Recognizers The Lost Tribes are about to attack. The world is about to collapse. Providence's criminals think the authorities are too busy to notice them - but they're wrong. Complete character profiles on the 20 most wanted wretched and depraved villains. Also includes the history and organization of Providence's bounty hunters- the Recognizers. $17.95

Puppetland

Puppetland A 24 page roleplaying/storytelling gamette in the style of Baron Munchausen, by Hogshead Publishing. The Puppet Maker withdrew himself and all of his puppets to Maker's land, where no terrible humans could hurt them again. But then Punch the puppet murdered the Maker and became the Maker-Killer, and he clothed his six hench-puppets with the Maker's flesh. These seven puppets now terrorise all the others. This game is a mixture of children's storybooks and horror – not for the faint hearted. $11.95

Recon

Deluxe Revised RECON RPG Set in a fictional world that parallels that of 20th Century Earth and focuses on the realistic and military combat of the Vietnam era. Hard hitting military action, guerilla warfare and treachery, gritty and realistic. Also weapons, vehicles, maps, adventures, miniature rules. $38.95

Riddle Rooms

Riddle Rooms # 1 Dungeon Dilemmas This is a fantasy roleplaying sourcebook designed for any fantasy RPG setting. Has 20 illustrated dungeon rooms, each posing a riddle or challenge. Has a section for the GM explaining riddle plus solution, and 22 player sheets with maps and riddles. $19.95

Riddle Rooms # 2 Wilderness This is a fantasy roleplaying sourcebook designed for any fantasy RPG setting. Has 20 illustrated encounters, each posing a riddle or challenge. Has a section for the GM explaining riddle plus solution, and 20 player sheets with encounters and riddles. $19.95

Altered Images A self-contained Riddle Rooms adventure for a GM and 4 to 6 players, for any fantasy RPG. You try to rescue a kidnapped prince and restore him to power, but nothing is as it seems – puzzles abound. $19.95

Lair of the Sphnix Riddle Book Contains 77 riddles with a unique system of hints and answers, to help you work out the riddle. $19.95

Thieves Island A self-contained Riddle Rooms adventure for a GM and 3 to 8 players, for any fantasy RPG. As you explore this island you must overcome the island's riddles, puzzles, fights and traps. $19.95

Rifts

SCIENCE-FANTASY Earth has been transformed - super science rule the nations of the future, but awesome magicks & supernatural creatures threaten a new dark age. **By Palladium.**

RIFTS RPG The world we know is gone. Nothing is as it should be. Earth has been transformed into a dimensional nexus. Rifts in space and time link Earth countless alien worlds and dimensions. High technology co-exists with magic and the fantastic. Giant robots and power armor warriors battle supernatural monstrosities. Unspeakable horrors slither through the Rifts with an eye for conquest, or to use Earth as a bridge to the infinite Megaverse. Somehow, humankind has managed to survive, many augmenting their frail bodies with bionics, power armor, brain implants, chemicals, magic, and alien sciences. Featuring magnificent artwork, and 256 pages. $44.95

RIFTS Game Shields & Adventures Contains two six panel GM screens for quick reference, a 60 page adventure sourcebook, 9 Rifts character sheets, 2 complete adventures, 18 adventures ideas, maps, etc. $21.95

RIFTS Index & Adventures Vol 1 An index that indicates which title and what page players and GMs can find specific characters, OCCs, RCCs, skills, weapons, vehicles, places, etc. Has 40 pages of adventures, adventure ideas, source info, etc, set in North America. $21.95

RIFTS Index & Adventures Vol 2 A quick, easy reference and index for the last two years of Rifts releases, including Juicer Uprising, Coalition Navy and War, Spirit West, etc; and adventures, ideas, maps and data. $21.95

Mutants in Orbit An adventure sourcebook that can be used with Rifts or Teenage Mutant Ninja Turtles. Includes rules for generating Rifts characters, the background is a massive nuclear war that almost wiped out humanity, leaving small space colonies in orbit around the Earth to fend for themselves. $19.95

The Mechanoid Invasion Trilogy Though not specifically for *RIFTS*, this complete RPG can be used with Rifts, Robotech, or Heroes Unlimited. This complete RPG was the first Palladium release, and now all three parts are re-released under this one cover, revised of course. The good guys in this story are human colonists from Earth. The bad guys are the Mechanoids, alien cyborgs driven by an insane hatred for all bipedal life forms, who strip-mine entire planets until they are completely consumed. 200 pages. $19.95

RIFTS Sourcebook Campaign information on the Coalition Government, Skelebots, body armor, robots characters, villains, NPCs, weapons, equipment, monsters, & adventure. 120 pp. $19.95

RIFTS Sourcebook 2 - The Mechanoids A.R.C.H.I.E. Three plans on opening a giant dimensional rift to bring combat cyborgs to Earth. Includes new robots, weapons, mechanoids. $19.95

RIFTS Sourcebook 3 - Mindwerks 112 pages with nearly a dozen new O.C.C.s and R.C.C.s, including the Mindwerks cyborg, psynetic crazy, psi-bloodhound, lycanmorph, etc. New M.O.M. implants and powers, the NGR outlined and mapped, the mysterious Mindwerks, the Angels of Death and Vengeance. Gene-splicers, an evil Millennium Tree, monsters, an epic adventure, etc. $19.95

Rifts Sourcebook 4 - Coalition Navy Takes an indepth look at the Coalition Navy, the largest naval force in the Americas, located in Lone Star/Texas and which can be found up and down the Mississippi River, the Great Lakes and the Gulf of Mexico. Includes pirates and privateers, warships, subs, power armor, equipment, key bases, commanders, notable sea monsters, etc. 128 pages. $23.00

RIFTS Mercenaries A 160 page sourcebook on mercenaries. With 9 new occupational character classes *including bounty hunter, master assassin*, smuggler, spy, etc. There are rules for creating mercenary companies, six NPC companies are given in detail, there are transdimentional mercs, weapons and equipment, new bots and vehicles, adventure ideas, characters, and additional hints and data about the Coalition States, Tolkeen, Pecos Empire, etc. $28.95

RIFTS Conversion Book Enables characters or creatures created in any of the other Palladium RPGs (ie: Robotech, Heroes Unlimited, etc) to be used in the RIFTS. Includes notes on RIFTS Europe, adult dragons, optional player races, & a wealth of monsters. 224 pages. $35.50

RIFTS Conversion Book # 2 Pantheons of the Megaverse - mythological ancient gods and impostors. 180 + pages dealing all of these gods, their magics and weapons. $35.50

RIFTS Dimension Book One: Wormwood Features the living planet Wormwood, with bizarre forms of magic, the monstrous Unholy, horrific monsters, aliens, World Gate, morphworms, entrancers, new racial character classes, Hospitallers, etc. $26.95

RIFTS Dimension Book Two: Phase World An incredible transdimensional city that is also a space port located at the edge of three galaxies. This means that visitors come not only from other dimensions but other galaxies as well. Describes three galaxies in detail, techno-wizard spaceships, power-armor, & weapons, phase technology with new ships, weapons, cyborgs, etc. $31.95

RIFTS Dimension Book Three: Phase World Sourcebook New weapons including plasma cartridges, micro missiles, nanomachines, power armor, robots; new fighters, frigates and cruisers; optional spaceship combat rules; the Intruders with their solid energy spaceships and body armor, etc. 112 pages. $23.00

RIFTS Dimension Book Four: Skraypers Nearly thirty years have passed since the monstrous Tarlok aliens conquered the planets of the Charizolon planetary system. The few superheroes who survived are hunted and destroyed like animals, yet they persevere and prepare to launch their greatest offensive ever. $27.95

The Rifter Issue 1 The first issue Palladium's own magazine. $13.95

The Rifter Issue 2 A 120 sourcebook and GM's guide, dedicated the whole Palladium Megaverse, not just Rifts. This second issue has material for Rifts, Palladium Fantasy RPG, Nightbane, Heroes Unlimited, Ninjas, etc. $13.95

The Rifter Issue 3 Features include the Xiticix Hive and new Xiticix aliens, optional martial arts reviews, Rifts fiction, critters, magic and herbs for Palladium Fantasy RPG, etc. $14.95

The Rifter Issue 4 Features include life after dead with the Palladium RPG, werebeats for Nightbane, articles for Rifts, fiction, etc. $14.95

The Rifter Issue 5 Articles on various Palladium games. $14.95

The Rifter Issue 6 Articles on various Palladium games. $14.95

The Rifter Issue 7 Features include RIFTs comic strip, experimental Skelebots, Nightbane Dreamstream Realm, Dragon Hunters, etc. $14.95

The Rifter Issue 8 Articles on various Palladium games. $14.95

The Rifter Issue 9 Articles on various Palladium games. *January* $14.95

World Book 1: Vampire Kingdoms Includes information on Vampire characters, Techno-wizard devices, travelling freak shows, the Yucatan Peninsula, ley lines, nexus points, demons, etc. $26.95

World Book 2: Atlantis Domain of the multi-dimensional slavers known fondly as the Splugorth, who rule a magical realm of supernatural, and other-dimensional creatures. $29.95

World Book 3: England A place of magic and magic creatures, a land of enchantment. 152 pages, including Fomorians, Celtic gods, a 1,000 foot tree, New Camelot, 25 new unique spells, etc. $26.95

World Book 4: Africa Includes the arrival of the Four Horsemen of the Apocalypse - intent on destroying the world. 152 pages, also including Phoenix Empire, Egyptian gods, new villains, etc[PS1]. $26.95

World Book 5: Triax & The NGR 224pp on the New German Republic, a refuge for humans in Europe, and the Triax, the high-tech industrial giant, featuring tons of new borgs, robots, power armor, implants, weapons, tanks, aircraft, equipment, comic strips, etc. Also features the gargoyle empire and other villains, an adventure, etc. $31.95

World Book 6: South America The jungles and mysteries of South America are explored. Eight major kingdoms are described. Living power armor, anti-monster cyborgs, bio-modified female superwarriors, reptilian D-bees, pincer warriors, priests and magic, potions & herbs, pirates, dragons, etc. $29.95

World Book 7: Underseas Marines, Ocean Wizards, Sea Druid, Sea Inquisitor, the Salvage Expert, the Whale Singer, Sea Titan, Amphib, Dolphins, Horunes, Pirates, Mutants, etc: 40 ocean magic spells, 20 whale songs, dolphin magic, underwater bionics, power armor & weapons, subs, ships, the Lord of the Deep, Gene-Splicers, etc. $31.95

World Book 8: Japan Samurai, Cyber-Samurai, Ninja, Warrior Monks, Tengu Winged Goblins, Ninja Juicer, Ninja Crazy, Cyberoid, Dragon Cyborgs; living Samurai swords, the anti-technologists of the New Empire; Oni, Supernatural monsters and elementals of the zone, three new Glitter Boys, winged power armor, spy armor, robots, new cybernetics, magic powers & items, etc.216 pages. $37.95

World Book 9: South America 2 Continues to explore the continent. Here you will find the reborn Inca Empire battling extraterrestrial invaders, uncover the secrets of the Nazca lines, and explore the Silver River Republics, where humans, mutant animals and D-Bees live, build wondrous machines; Arkhon Spectral Hunters, a special brand of cyborg with terrifying stealth & weapons systems. $35.95

World Book 10: The Juicer Uprisings Coalition treachery leads to the Juicer Uprisings. When the lies are revealed, a Juicer army rise up to lay siege to the CS city of Newtown. Chaos erupts as Juicers, bandits and outlaws ravage the country side. Also action packed adventures, world information, great new art, 160 pp. $26.95

World Book 11: The Coalition War Machine The Coalition States have been secretly building an army of incredible power! Rumors of the Coalition States' plans to invade Tolkeen and other plots to strengthen and expands its holdings have existed for years, but even the best spies had failed to uncover Prosek's mad scheme. Now, it's too late, as the Emperor unleashes his new army. $37.95

World Book 12: Psyscape Over a year late - but it is finally out! New psionic powers, new OCCs like the Nega-Psychic, Psychic Nullifer, Psi-Slayers and others. Cybernetic implants that provide psi-powers but bring insanity. And most importantly, history & secrets of Psycsape. $31.95

World Book 13: Lone Star A detailed look at the Coalition Sates of Lone Star and the infamous Lone Star Genetics Complex where the dog boys and other mutants are created. Their plans for the future, key leaders, madmen, mutant animals and dark secrets. Includes the fearsome Xiticix Killer, a mutant insect-humanoid vat grown by Lone Star and released into the wild in packs to hunt and kill Xiticixes. 176 pages. $31.95

World Book 14: The New West The wild American West, a no man's zone forbidden to citizens of the CS, is explored in detail. Gun-slinger and Psi-slinger character classes; D-Bees, Cyberknights, Reid's Rangers who protect the innocent and hunt vampires, Indian Warriors, notable towns, the Law (or what passes for it); frontier justice - harsh & quick, etc. $37.95

World Book 15: The Spirit West An indepth look at the new American Indian, various tribes, cultures, magic, and gods. While the White Man wars with D-bees, sorcerers and his brothers in the East, the Red Man is quietly building new nations in the West. Provides plenty of monsters, evil spirits, magic, new weapons and equipment and hostile forces. Gives ideas for adventures and campaigns, for example, a clash between Coalition Reclamation Armies looking for lost bases, & the Native Americans who simply want to keep the armed invaders out of their land. $33.95

World Book 16: Federation of Magic Delves into the legendary Magic Zone and the many factions, good and evil, of sorcerers and mystical societies counted amongst its members. Including new OCCs such as Conjurer, 150 new magic spells, aliens, D-bees, dangerous gods, maps, etc. $31.95

World Book 17: Warlords of Russia Russia and the slavic countries are said to be monster-ridden hell-holes. Perhaps, but the indomitable human spirit has risen from the chaos in the form of warlords. The warlords might be described as part barbarian, part animal, and part machine, for it is through the technological sorcery of bionics that they and their cyborg hordes dominate the land. $38.95

World Book 18: Mystic Russia Picks up where Book 17 left off, as we focus on the mystical, monstrous and demonic aspects of the country and its human and inhuman people. Inspired by Russian myth. Includes D-Bees, ancient gods, monsters, gypsies, Sovietski tanks, mystic Kuznya, etc. $31.50

World Book 19: Australia Australia is isolated. Separated from the rest of the world by miles of ocean, it was left to dry out in the nuclear winter. So it stewed in its own problems. Magic touched the land, and native tribes retook much of the country. The white community was left without cities or support. Only two cities survived, which walled themselves in. So savage bands of whites *wander the deserts, and wild towns, city-states and gangs forever war. The inland* sea has risen again, and strange visitors walk the land. $38.95

World Book 20: Canada With rules for surviving a cold wilderness environment; notable towns and kingdoms; the Tundra Rangers, Cybernetic Horsemen, Inuit Shaman & Trapper O.C.C.s; Headhunter O.C.C.s like you never imagined; monsters of the North; new weapons and vehicles. $38.95

World Book 21: Splynn Dimensional Market A place where it is said that one can purchase anything, including forbidden magic, alien technology, even people. Cavort with dragons, demons and humans. $38.95

World Book 22: Free Quebec Examines the renegade Coalition state of Free Quebec and their battle to break free of the Coalition Empire. With weapons, vehicles, new Glitter Boyz, etc. *Due Feb.* $38.95

World Book 23: The Xiticix Invasion Delves into the frightening and alien world of the insect-like humanoids. With new varieties of the bugs, weapons and technology, the hive network, Xiticix race and society, the Kingdom of Lazlo's reluctant war, coalition military base mapped, etc. $31.50

RIFTS Novels

1. Sonic Boom! Centers around a squad of Coalition soldiers on a "seek and destroy" mission to eradicate a rebel group known as The Army of the New Order. $14.95

2. Deception's Web The Coalition soldiers under the command of Lieutenant Sorenson fight their way back to civilization where they are faced with startling revelations, court-martial and treachery. $14.95

3. Treacherous Awakenings Conflict, treachery, magic, the Splugorth, Mel Gibson (?!) and a few big battles. *Due Jan.* $14.95

Realm of the Gateway

Realm of the Gateway Part One – the Magic Realm Set on the mythical world of Uylande, a world trapped between the dimensions of science and magic. Half the world obeys the physical laws of magic – the other half, the laws of science. Where the two meet is a land of chaos called the Death Zone. This book contains the basic rules of the roleplaying game, plus Book One, the Magic Realm, with over 200 spells, dozens of creatures, etc. $44.95

Realm of the Gateway Part Two – the Science Realm As with Part One, this is a complete roleplaying game in itself, that also contains all the source information on the Science Realm. With 20 psionic powers, cybernetics, cloning, robotics, space flight, creatures, starships, etc. $29.95

Robotech

SCI-FI Faithful recreation of the Robotech-Macross universe: from the destruction of SDF-1/2, to the launching of SDF-3. Mankind faces a war against an alien army. **By Palladium.**

ROBOTECH RPG Includes character creation and classes, skill lists, combat mechanics, a complete Mecha & Destroid inventory, data on various weapon systems & suits, etc. 110 pages. $23.95

RDF Manual Includes optional rules, new R.D.F. weapons & vehicles, an historic chronology of world events, more character sheets, plus a global military & resource atlas. 48 pages. $15.95

Return of the Masters Expanded second edition with 40 extra pages. The invid invaders are back, and so too are the Zentraedi and the Robotech Masters! Has new mecha including bioroids, more adventure and action. $25.00

REF Field Guide Includes an illustrated catalogue of the mecha, spaceships, combat vehicles, military bases, equipment, and uniforms of the REF, Inorganics, Invid, Robotech Masters & Zentraedi. $28.95

Robotech New World Order Looks at the personalities, powers and plots of the African Sector, and plunges the characters into a world of violence and duplicity. The power hungry and corrupt commanders of the Sector have dreams of conquest which threaten the earth's reconstruction and could destroy the United World Government. Players find them themselves pitting their own RDF mechs against identical machines piloted by traitors... $21.50

Southern Cross Material from the TV animation series. Features character education & skills, plus extensive notes on armies, weapons & equipment. 112 pages. $21.50

StrikeForce Robotech Book Eight. The heart of the book is the adventure Darkness Flowering, which is a dark look at the driving force behind Robotechnology and protoculture. It also features heaps of new mecha and variants on the old mecha, detailed info on the Zentraedi Control Zone, Manaus (a Zentraedi stronghold) and Indochina. $21.50

The Invid Invasion 112 page sourcebook on Invid & human equipment, with new combat rules. $23.95

The Sentinels New PC REF classes, Sentinel aliens & combat rules, data for Destroids, Cyclone bikes, Veritech fighters & spacecraft! Plus Invid history, Mecha, Inorganics & Hives. 3 adventures. 160 pgs. $28.95

The Zentraedi Giants cloned solely for the purposes of war - the Zentraedi are an uncompromising creation bred to kill. 48 pages of history, mecha, space vessels and Player Character notes. $14.95

Zentraedi Break-Out An all new 64 adventure-sourcebook for the original Robotech, featuring the Zentraedi Argentine Quadrant in South America, including RDF bases, outposts, cities & governments. New weapons, modified mecha, new squadrons, border patrols, & heaps of adventures. $17.95

Rolemaster

Rolemaster Fantasy

Rolemaster Fantasy RPG This complete RPG is not a new edition, just the previous edition collated differently, with 5% minor improvements to the rules. Contains most of the Rolemaster Standard Rules, some material from Arms Law and Spell Law. So prepare yourself for your journey toward the ultimate fantasy roleplaying adventure. This book is easier than ever to understand and has all you need to play the game – combat, character creation, and spell casting. $54.95

Arms Law Fantasy and medieval melee and missile attacks with realistic-plus results. It expands the combat system from the Rolemaster FRPG to its full breadth. Each weapon, animal, martial art has a unique feel and flavor. $25.95

Creatures & Monsters Over 200 pages of animals, monsters, and races that fly, swim, and terrorize the land, with detailed information on appearance, lifestyle, combat statistics, and background. Some creatures protect, some can be befriended, others threaten entire towns. Also creature design rules. $45.95

Of Channeling Contains one third of the material from the old Spell Law book. Has 50 Spell Lists with hundreds of spells, character info such as Animist, Healer, Paladin, etc. $25.95

Of Essence Contains one third of the material from the old Spell Law book. Over 50 spell lists with 100s of spells, plus professions of Illusionist, Mystic, Monk, attack tables, etc. $25.95

Of Mentalism Contains one third of the material from the old Spell Law book. Over 50 spells lists with 100s of spells, plus professions Lay Healer, Seer, Magent, attack tables. $25.95

Character Law Expands the fantasy RPG by adding 11 additional races & cultures, 11 professions, 21 additional training packages, 5 skill categories with dozens of skills, a complete system for using background options to determine a character's talents, flaws, status, starting items; and more. $36.95

Gamemaster Law Pretty much as before. *Due Feb.* $44.95

Rolemaster Supplements

...And a 10-Foot Pole This is the ultimate equipment sourcebook for use with any RPG system, especially Rolemaster. Full equipment lists from Stone Age to Modern. Over 1,200 illustrations, each era has its own list showing prices for the era as well as production time and availability. $36.95

10 Million Ways to Die *Are your combats boring, lifeless and* something to sleep through? You can overlay this more interesting combat system into any roleplaying game. Combat is resolved with a simple one or two step process, but results are more varied. Based on *Arms Law*. $29.95

Shades of Darkness Genre book. In the not too distant future, technology has spawned a terrible darkness. But from another dark place came a Dark Angel, promising to help man fight the darkness. Man joins forces with the Dark Angel, and Earth is somewhat devastated. Includes guidelines for characters being slowly corrupted. $26.95

CAMPAIGNS & SCENARIOS SERIES

Nightmares of Mine The first in this new series. A must-have sourcebook for GMs of any roleplaying system who want to run a horror campaign. Teaches how to put horror into any campaign from historical to fantasy to sci-fi, how to design horror scenarios that will keep players on the edges of their seats, etc. This book can stand alone from Rolemaster. $25.95

RUN OUT THE GUNS This is a complete roleplaying game that uses the Rolemaster Standard System Rules. This boxed set provides all you and your friends need for hundreds of hours of fantastic adventure in the 17th Century pirate realms of the Caribbean. Offers rich settings, simple rules, and an intuitive style of gaming. In no time at all, you and your players will become swashbuckling freebooters, risking all for a chance at Spanish gold. Includes streamlined rules, fast paced combat, heaps of background info, color maps, details on six sailing ships, etc. $54.95

All Hands on Deck A journal for Run Out the Guns. More character templates, character backgrounds, fiction, rules for Brethren, and more. $14.95

Written in Blood A character journal and log for Run Out the Guns. $8.95

Sailor Moon

SAILOR MOON RPG The ultimate English-language guide to the world's most popular Magical Girl Japanese anime series. The 200 page book includes B&W and color art, a complete roleplaying game that lets you play Sailor Scouts, Knights or Villains; a comprehensive resource section with guides to characters and episode guides; and over 200 images of art. The background of the series is that after banishing a great evil queen and her armies to the Negaverse, Queen Serenity of the Moon Kingdom sends her daughter and the court princesses 1,000 years into the future, into our day, where they were reborn as humans. Then the Queen died. And now the evil Queen is slowly invading our space again, and the reborn Princesses, young teenagers, suddenly find themselves in a deadly war. $45.95

Sengoku

SENGOKU RPG An impressive 336 pages that present 16th century Japan for roleplaying, where honor is more valuable than gold and shame a fate worse than death. It is a time in Japanese history marked by nearly incessant civil warfare, rival warlords and samurai clans. Has a brief history, manners and customs, daily life, religion, occupations, skills, arms, armor & equipment, magic, campaigning, architecture, bestiary, etc. $54.95

Senzar

SENZAR RPG A new fantasy roleplaying game that empowers the player with the will and the way to achieve his own destiny, all the way to immortality and beyond. Choose from among dozens of the most original races and professions ever created, grant yourself special powers, train yourself in killer martial arts, and study the most awesome magics. You can design your own magic, martial art, magic items and artifacts. And if you can conquer the mortal world, you can choose one of the three paths to true immortality and compete with other immortals to rule the cosmos. 250 pages. $41.00

Creeping Death All manner of diabolical and demented creatures to torment your players. Dragons truly worthy of fear, demons never seen before, and the immortal Shadar Lords, more wicked than you can imagine. $29.95

ShadowRun

SHADOWRUN 3rd Edition The popular fantasy cyberpunk game by FASA gets updated, revised and improved. Features a completely new look and feel for today's sci-fi and fantasy fan. The core rules remain essentially the same, but are presented in a more user-friendly style that will help new players understand the game and give experienced players a fresh angle on their games. All sourcebooks and adventures etc are still compatible. The year is 2060, magic is as real as the mean streets of the mega-sprawls. Corporations call the shots while nailing each other through covert operations. Flesh and machines have merged, such as the street samurai with his smartguns and impossibly fast reflexes. You're a shadowrunner, a professional. Working for or against the megacorporations. $54.95

ShadowRun GameMaster's Screen 3rd Ed. The typical GMs screen, plus the Critters mini sourcebook, a collection of the wildest, weirdest and outright deadliest creatures in Shadowrun. $28.50

ShadowRun Quick Start Rules Simplifies the ShadowRun game so that you can learn it quickly on your own or with friends. Complete with mini-adventure, eight starting characters and all required rules. $12.95

Blood in the Boardroom The shadow wars are erupting into all-out, open corporate warfare, with every megacorporation going on the offensive. This adventure uses the non-linear storyline style from Mob War which allows the player characters to work for or against any corporation as these behemoths try to destroy each other. $22.50

Brainscan A campaign which leads the runners on an epic journey, from corporate warfare to the Renraku Arcology, to missing CEOs. *April.* $39.95

Cannon Companion Offers new weapons, combat options and rules for building new weapons for modifying your existing favorites. Replaces *Street Samurai Catalog* and *Fields of Fire. Due March.* $36.95

Corporate Download The corporate war is over, but the corps now jostle for position in the shadows. This sourcebook describes the history, power players, and business interests of the top 10 megacorps. $32.95

Corporate Punishment Contain multiple adventures that sets corps against corps in sabotage, theft, and worse. *Due Jan '00.* $27.95

Cyberpirates Smugglers, cutthroats and bloodthirsty thieves rule the seas from the Caribbean to Africa's Ivory Coast. Focuses on these unique ShadowRunners and the places they call home, from islands to governments to corporations. $37.95

Divided Assets To the corporations, everything's an asset to be charted, inventoried, and maintained. Everything is accounted for, even people. But what happens when an 8 year old boy becomes the pawn in a messy extraction? For the Denver Boxed Set. $16.95

Dreamchipper Missing experimental pleasure chips are linked to a series of brutal slayings... $13.50

Eye Witness This adventure takes a team of ShadowRunners on a quest for justice across Seattle, into the Boardroom of a corrupt Corporation, the darkest corners of the Sprawl's slums, and the depths of Seattle's Underworld. $16.95

Fields of Fire The streets are a violent place, as dangerous as any battlefield. This is the mercenary sourcebook for ShadowRun, including how to act like a professional merc, pages of new weapons, support gear, and optional combat-rules, clarifications, and expansions. 112 pages. $28.50

First Run Features three complete adventures that help novice gamemasters and players learn the rules of ShadowRun Third Edition. From a basic gun battle to a run against a corporate research facility. Hints for advanced players. $21.95

Germany Sourcebook Details society, politics and economics of Berlin, Frankfort, Rhine-Rhur Megaplex, etc. Written by real Germans, & includes German equipment, local corps, etc. $33.95

Harlequin's Back One of ShadowRuns most popular and enigmatic characters returns in 6 interconnected adventures that take players beyond their worst fantasies & wildest nightmares. $25.50

High Tech and Low Life The Art of Shadowrun. Full of color and black and white illustrations taken from FASA's various artists, showing a blend of the ultramodern, near-future imagery of Cyberpunk and the more traditional characters and creatures of fantasy. $33.95

Magic in the Shadows Revised and expanded rules based on the core magic rules in 3rd Ed ShadowRun. Incorporates rules from 2nd Ed products, replacing *Grimoire 2nd Ed* and *Awakenings*, plus a spell creation system, metamagic, totems, and other advanced rules such as magical threats. $36.95

Man & Machine This sourcebook collects and updates in a single volume all of the cyberware, bioware and other physical enhancements previously published in ShadowRun source materials. It includes new rules for bioware, new cyberware, new cybertechnology, rules for cybermancy and cyberzombies, plus basic rules for nanotechnology. Altogether 200 new pieces of gear. $36.95

Missions Lets you put the rules in ShadowRun Companion to use. Bullets and magic fly in these short adventures, each of which focuses on a specific, hazardous mission, ranging from DocWagon techs pulling a client from the middle of a fire fight to a special ops mission for the UCAS government. $28.50

Mob War! In this adventure, Seattle's most powerful criminal kingpin is dead, and war is brewing in the streets. The syndicate bosses and their street-gang foot soldiers are drawing lines and taking sides, with the Seattle Mafia, the Yakuza, and the Seoulpa Rings all getting involved. $19.95

New Seattle Can you survive Seattle in the year 2060? This is a complete revision of the popular Seattle sourcebook. Find out how Seattle survived Dunkelzahn's election and assassination, as well as the on-going mob and corporate wars. Deadlier, more exciting, with darker shadows than ever before. Visit the city where runners come to hone their skills. $35.95

Portfolio of a Dragon: Dunkelzahn's Secrets On Inauguration Night, 2057, the newly sworn in President of the UCAS, Dunkelzahn, is assassinated. But he left behind a Last Will and Testament that will give him the last laugh. But who are the assassins and why did they kill him? $26.95

Predator & Prey It's man versus beast. Scenarios and adventure hooks that pit characters against paranormal animals in their natural habitats, whose formidable powers rival those of the toughest metahuman in the sprawl. $26.95

Renraku Arcology: Shutdown The corporate war takes a disturbing turn when Renraku's huge Seattle arcology shuts down, trapping 100,000 people inside. No goes in or out, nor can anyone access it through the matrix. Who's behind it, what do they want, and what's happening inside? Adventure. $26.95

Shadows of the Underworld Five adventures focusing on the elections of 2057. The runners get entangled with everything from political agents to fanatical cults, from a gun fight on top of a building to the underground. $25.50

ShadowRun Companion Updated reprint with one third being new information. Expands and clarifies rules for character creation, skill use and defaults, contacts, Karma, magic, and cyberware, and includes new rules for playing metahuman variants and shapeshifters. A guide to creating adventures and campaigns offers step-by-step techniques to help gamemasters get the most out of ShadowRun. $27.95

Street Samurai Catalogue Everything the urban professional predator-for-hire needs - firearms, armour, vehicles, cybergear, internal body-wiring, and other nasty accessories. Slightly revised edition. $19.95

Super Tuesday Collection of 5 stories set during the Chaotic United Canadian and American States Election of 2057. From breaking into Bug City, to stopping a psycho toxis shaman on a death mission, to tangling with a secret society, the players find out what it means when politicians enter the shadows. $25.50

Target: UCAS For GMs and players, gives adventure frameworks set in the following explosive cities: Boston, Detroit and Chicago where chaos reigns after the assassination of Dunkelzahn. Has Chicago finally been cured of the bugs? Or is the cure worse? $25.50

Target: Smuggler Havens Need to fence stolen goods? Want to be the first to hear some drek-hot information? Looking for a place to hide out for awhile? Come where the goods flow and the cops don't go, where pirates and smugglers hang out. $25.50

Threats Fourteen of the most powerful and influential people, organisations, and entities in the ShadowRun world: magical secret societies, mad scientists, astral monsters, etc. All having the power to change the world forever. $31.95

Total Eclipse Seattle's hottest new rock band have broken their contract to try and cut it solo, but their parent corporation label has paid some `runners to bring them back ASAP. $13.50

Underworld Sourcebook ShadowRunners are not the only denizens of the criminal world. There are those who have taken the science of crime and made it into an art form. From the ordered world of the Yakuza to the violent anarchy of the Seoulpa Rings, also the Mafia and the Triads. Each syndicate's markets, business practices, histories and secret rituals are revealed. $26.95

SHADOWRUN NOVELS

Miscellaneous Titles

1: 2XS - $8.50
2 : Changling - $8.50
4. Night's Pawn - $8.50
5. Stryper Assassin - $8.50
6. ShadowPlay - $8.50

8. Lone Wolf Rick Larson is working under cover for Lone Star in Seattle, reporting to them on changes in the balance of power in the gangs, so that they can react to it & prevent gang warfare from breaking out. But suddenly the balance shifts in a big way, & Larson finds himself on the wrong side... $9.50

9. Fade to Black Runners must free a man stuck in slave-like conditions from the harrowing landscape of Newark, which is overcome with poverty, violence, brutality, & gang lords. But it becomes rather difficult to keep their honor. $9.50

10. Nosferatu Serin is a rootless mage and part time shadowrunner, but he feels evil, elven eyes watching him everywhere he goes. Eventually, he learns of his enemy's plans - which are to wipe out humanity. Who is his enemy? He has been plotting this downfall for three hundred years... $9.50

11. Burning Bright Dan Truman, of media giant Truman Technologies, doesn't care what it costs to get back his missing son. He hires the best to find his heir, even though their motives are suspect. Will money & experience be enough to defeat the terrible power growing beneath Chicago? $9.50

12. Who Hunts the Hunter Four deadly killers cross paths - the weretiger Striper, the shaman Bandit, and from Neward come Newark and Monk. But who is the predator and who is the prey? Before they are done a killer will learn the meaning of mercy, and one who honored life will discover the necessity of ruthless destruction. $9.50

13. House of the Sun The kingdom of Hawaii is a tropical playground, but it has a dark, dangerous underside. Its this underside Dirk Montgomery, Lone Star cop turned ShadowRunner, must navigate as he tries to stay one step ahead of the factions trying to control Islands. $9.50

14. Worlds Without End Immortal elves Aina and Harlequin are convinced that horrors from the Fourth World are about to make an appearance in the Sixth. Then Aina's nemesis arrives, portending the coming evil - an evil that does not bend before megacorps, shamans, dragons, or advanced technology. Aina and Harlequin might have the power to stop it - if they can unit their fellow elves. $9.50

15. Just Compensation Andy's a shadowrunner wannabe until he accidentally participates in a real run, ending his safe life until that point. His half brother gets in trouble for refusing to gun down a civilian army. The two then discover a conspiracy to take down the government. $9.50

16. Black Madonna Leo, the world's greatest genius, wants to share the "truth" with the world and needs money to do it. So he stages the most stylish and sophisticated electronic blackmail scheme in the history of the world. But when decker Michael Sutherland and pals Serrin and Geraint team up to track him down, they find Leo has some very scary friends who don't want him to share the "truth" with anyone, and who would like to see Leo and the runners dead. $9.50

17. Preying for Keeps Jack thought his lover betrayed him until she turned up dead. Now the data he stole is wanted by the elves, the yakuza and the mafia. And now a disease is rampant throughout Seattle, and it's up to Jack and his team to solve it. $9.50

18. Dead Air Two elven bikers, Tamara and Jonathon, have been tearing up the league of Combat Biking, but then Tamara is given a brutal hit by another team. Jonathan is out for revenge, but if the megacorp agents, simsense industry operatives, and hostile mages don't kill him, the truth probably will... $9.50

19. Shadowboxer A dwarf merc shadowrunner named Two Bears signs on to dig up some data on the word IronHell. Easy job, easy cash, until the decker helping him gets her brain fried in the matrix. $9.50

20. Steel Rain A massive war brews between the Nagato Corporation and Fuchi Corp. But behind these growing hostilities looms a more sinister threat, requiring far more talents that weapons. To survive, Machiko of the Green Serpent Guard, must defeat a high-tech foe with almost unlimited powers and absolutely no mercy. $12.95

21. The Lucifer Deck Life on the streets of 21st century Seattle can be tough, especially for a young ork like Pita. And it gets a lot tougher when she witnesses a corporate mage murdered by the violent spirit he just conjured from another dimension. Now she's in a heap of trouble with the dead mage's employer, an organisation with something to hide. $12.95

22. Headhunters What's the link between a man lying dead in a funeral parlor and one of the world's largest corporations? Why would those investigating Dunkelzahn's death care about this corpse? How long can Jack Skater survive? $10.95

23. Bloodsport An old women dies as a result of an ancient curse, and her two grandchildren investigate, and discover a strange religious cult proclaiming the end of the age of Fifth Sun. But some secrets are better left buried... $10.95

24. Technobabel He awoke in a body bag, his brain fried and a black hole where his memory should have been. If not for the carbon-fiber blade in his arm he would have been dead. But Babel is still alive and back in the game. $10.95

25. Wolf and Raven Collection of ShadowRun short stories by Michael A Stackpole. The interlinked tales follow the adventures of Wolgang Kies, gifted shaman and operative for Dr Richard Raven, the elven man of mystery who fights wrong doing in the mean streets of 2050s Seattle. $10.95

26. Psychotrope It started out as a simple Matrix run, but now five top deckers are trapped inside a nightmarish virtual landscape where jacking out is an impossibility - and what has all the hallmarks ofthe afterlife: tunnels of brilliant light and greetings from long dead family...and the terrifying sense of being juggled between heaven and hell. There is only one thing in this computer generated netherworld that can be trusted, and it is not your senses... $10.95

27. The Terminus Experiment Dr Oslo Wake has created genetically altered living dead, infected metahumans who are not mere vampires, but something more deadly, that does not have to hide in the night. Warren Storey is the next test ginea pig, unless the ShadowRunners can rescue him. $10.95

28. Run Hard, Die Fast Argent's former lover is in deep trouble – her op turned bad, stranded by her megacorp, targeted for flatlining by two others. So Argent decides to risk all to save her, but he knows it's a suicide mission. But that never stopped the steel-armed street samurai before.. $10.95

29. Crossroads Secrets from Tommy Talon's past send him home to Boston where he comes into conflict with megacorps, yakuza and a powerful spirit. He discovers some unexpected things about his past, and learns who his true enemy is – and it's someone very close to him. $10.95

30. The Forever Drug The shapeshifter Romulus finds himself caught in the middle of a covert struggle between terrorists, smugglers, Lone Star, and the late president Dunkelzahn's legacy. And then a beautiful woman with amesia turns up, he decides to find out how she fits into the picture. $10.95

31. Ragnarock A shadowrun gone bad turns into a nightmare when Talon & his team are framed for an assassination against the dragon Lofwyr. *Feb* $10.95

The Dragon Heart Saga

1. Stranger Souls UCAS President Dunkelzahn, cut down by unknown enemies in the hour of his triumph, left one last set of orders for special agent Ryan Mercury, to save the world from magic so powerful that nothing may survive it. $9.95

2. Clockwork Asylum Ryan Mercury, the late president's secret agent, wants revenge for Dunkelzahn's death. But a powerful cyberzombie under the influence of a powerful spirit stands in his way. $9.95

3. Beyond the Pale In the mission given him by Dunkelzahn, Ryan Mercury promises to deliver the magical Dragon Heart safely to the metaplanes, where Thayla and her song are all that defend the earth against he onslaught of the enemy. But when Thayla is swallowed by the Chasm, the ultimate evil threatens the world. $9.95

Soothsayer

SOOTHSAYER RPG (The Player's Guide) Written and published in Australia, this is a generic role playing narrative adventure gaming system that lets you play in any world or time period. The system allows you to bring together fantasy, reality, history and science fiction, or simply choosing just one. The system lets you role play your favorite character in any setting. You can generate the characters you want to role play, casting aside stereotypes and even designing entirely new character species. The explicit, fast paced combat system makes for plenty of danger and excitement, whether unarmed, melee or ballistic combat. And you will role more than dice. The unique player assessed award system encourages creative role playing and enhances your whole gaming experience. $38.95

Soothsayer Character Record Sheets & Reference Tables Contains 18 official character records and 40 roleplaying assessment score sheets. The cover is also a GMs screen. $9.95

Set in Stone A mysterious lady employs the player characters to find and free her husband, but not all things are as they appear. And if the players take too long, assassinations will occur and trigger an appalling war. $9.95

Spookshow

SPOOKSHOW RPG You play the part of a ghost who has learned to take on mortal guise again, pretending to be human. You even have a job. But why go back to being a banker when you can experience adventure and intrigue? Your new job? Espionage. This game merges the world of espionage with the mystique of the supernatural. 200+ pages, including background & rules. $39.95

Sovereign Stone

SOVEREIGN STONE RPG This fantasy world of Loerem is inhabited by orks, elves, humans, and dwarves, and the evil Taan. Larry Elmore has done the artwork, plus design the world, complete with beauty, intrigue, romance and evil. Margaret Weis and Tracy Hickman will write a trilogy of novels based on this world. The game has been designed by Don Perrin and Lester Smith, two industry 'greats'. $45.95

Mythical Lands Not actually related to Sovereign Stone. This is basically Larry Elmore's autobiography, with heaps of his color & B&W art. $36.95

Star Riders

STAR RIDERS RPG Very hard to find these days, but we have been able to obtain more stocks at last. A deliriously funny role playing game in the space opera tradition. When the Dadourunrun Conundrum Empire's bureaucrats slightly "misplace" Earth - the coolest place in the galaxy - during a galactic re-organisation, you go off looking for it. Your common Toasters (you know, we put bread in them) are one of the alien races of the universe. (These are used in a multitude of ways, from door stops, to weapons, to currency, and yes, they even make toast!) $25.95

Star Trek Roleplaying

STAR TREK The Original Series

STAR TREK The Original Series RPG This 288 page hardback book is the complete roleplaying game for the original TV Star Trek series. With a history and timeline of the Federation including a map of Fed space and its neighbours, 6 starbases, 17 planets, 11 alien races which includes Klingons, Romulans, Gorns, Horta, Tholians; dozens of weapons and technology, 18 fully-stated ships, tons of ideas and advise for running your own adventures. $64.95

Star Trek Original Narrator's Toolkit Includes a three panel GM screen plus 64 page book full of advice, tips and instructions on narrating adventures, including eight episode design techniques. $29.95

Among the Clans: the Andorians These people have always been a paradox and mystery to the Federation. Now learn their secret history, codes of honor, pilot their sleek power free trader fleet; has seven fully stated new ships, seven ready to run support characters, etc. $39.95

STAR TREK The Next Generation

STAR TREK The Next Generation RPG A beautifully presented hardcover, full color book with 310 pages. Features the 'Icon System' – fast and cinematic game rules that allow you to create new scenarios based on real episodes or ones you create yourself. Simple character creation lets you begin play immediately. Detailed guidelines for creating and running your own episodes. Has an introductory adventure called "Shakedown Cruise" in which you go up against the Romulans. Has a comprehensive look at the history and continuing mission of the United Federation of Planets, covering Starfleet, ships, etc. Also covers some alien races, ships, and creatures. $64.95

A Fragile Peace The Neutral Zone Campaign, Vol 1. With source material on the Neutral Zone including planets, outposts, characters and politics. A glimpse into the Romulan secret intelligence bureau; four complete adventures beginning a year long campaign, including finding a Romulan Warbird with the bodies of its crew littering the floor... $26.95

Holodeck Adventures The boundaries are set only by your imagination as you enter one of the most amazing inventions of the Federation – the holodeck. All you need to know to run games inside the holodeck, including three complete adventures. $29.95

Operation Stormbird The Neutral Zone Campaign, Vol 2. Has 4 adventures that continue the story, as players slowly discover an elaborate plot that breaches the ancient sanctity of the Romulan Senate. *Jan '00.* $29.95

Planets of the UFP Detailed treatments of 23 Federation planets, including history, politics, locations, leaders. Over 25 system and planetary maps, including homeworlds of UFP founding members. New technology, supporting cast characters, adventure hooks. 128 pages. $36.95

Planetary Adventures Vol 1 Federation Space Exploration is Starfleet's primary mission. Ships venture into uncharted space seeking new lifeforms and civilizations. Has five complete adventures, including new species, technologies and maps. Save a doomed people, outwit the Romulans, explore a dark nebula, return to Aldea and Minos. $29.95

Starfleet Academy Attend the finest institute in the Federation and take classes in basic warp drive, transporter theory, Klingon physiology. Box with 3 books, including a detailed description of the Sol system from Pluto Station to Martian colonies, & the Acadmey flight range. Also 2 color maps. $64.95

Star Trek Narrator's Toolkit Has a lovely 3-panel color Narrator's Screen plus a 60 page sourcebook full of storytelling hints, design tricks, story and adventure design, converting existing episodes and supporting cast into game terms, and an adventure based on the episode "Hide and Q"; and how to make a game feel like Star Trek, including detailed entries on common themes. $26.95

Star Trek NG Player's Guide Expanded character creation rules, new skills and traits, new alien species; also has guidelines for using miniatures in play, new rules for explosives, medications, hand-to-hand combat, and a new starbase setting. Hardcover. $48.00

The First Line: Starfleet Intelligence Handbook Focuses on the shadowy world of espionage in the 24th century. With character generation for Starfleet intelligence operatives; details on rival agencies such as the Tal Shiar and Obsidian Orders; new S1 technology. $26.95

The Klingon Empire Boxed set with 3 books and 2 maps. Honorable, bloodthirsty, warlike, the Klingons are all this and more. All the info needed on playing Klingon warriors, with their skills and traits. *Due Feb.* $64.95

The Price of Freedom Hardcover sourcebook of the United Federation of Planets. Gives the history of the UFP, politics, the founding worlds; detailed examination of Starfleet, its operations and branches; 14 new space ships; the UFP Merchant Marine; guidelines for playing non-Starfleet personnel; UFP economy, technology, colonies, etc. $44.95

The Way of Kolinahr: the Vulcans Vulcan history, politics, role within the UFP. How to play Vulcan characters; Vulcan philosophical schools; psionic disciplines; Vulcan technology and devices. $26.95

The Way of d'era: the Romulan Star Empire They are the hidden enemy, the foe who is both unknown and unknowable. Details history and politics, the Imperial government and the Senate, the Romulan Star Navy, Romulan worlds, new ships, technology, aliens, etc. $64.95

STAR TREK Deep Space Nine

STAR TREK Deep Space 9 RPG Invites players to explore the frontiers of the Alpha Quadrant, far from gleaming starships and Federation law. Players shed Starfleet uniforms to become Cardassian spies, Bajoran mystics, Ferengi smugglers, and Station crew. 5 new templates include Trill, Bajoran, Cardassian, Ferengi, Klingon. 8 new overlays include Maquis, merchant, pirate, spy, warrior. Heaps of info on DS9 and crew. Hardback book. $64.95

Deep Space 9 Narrator's Toolkit Includes a GM Screen plus 64 sourcebook which covers basic & advanced storytelling fundamentals, scene creation and episode construction, guide to the Bajor Sector & peoples. $29.95

Star Wars

Wizards of the Coast have taken over the Star Wars license – so expect a hot new roleplaying game system sometime in 2000.

STAR WARS 2nd Ed Revised & Expanded The hottest RPG just got hotter. This new hardcover, full color edition is a revision of the popular, 2nd Ed rules to make the game more exciting and fun to play. Features dozens of examples to make the rules easy to learn, over 30 character templates, a solo adventure, a player handout that explains the game, and an overview of the Star Wars Universe. 240 pages. $49.95

Cracken's Threat Dossier The secret files of New Republic Intelligence and learn the story on some of the greatest threats the Republic has faced. $33.95

Cynabar's Fantastic Technology: Droids Gives players and GMs a detailed look at these fascinating machines. $25.50

Operation: Elrood The remote Elrood sector is on the brink of a major corporate war! Pirate attacks are destroying cargo fleets. $25.50

Platt's Starport Guide Want to see the galaxy? Don't join the Imperial Navy! Just follow smuggler extraordinaire Platt Okeefe. $42.50

Shadows of the Empire A hardback sourcebook of the novel Shadows of the Empire, which is a sequel to The Empire Strikes Back, but before Return of the Jedi. $33.95

Star Wars: Live Action Adventures With this book you are there in the thick of the action, surrounded by your enemies and allies. $13.95

Tales of the Jedi Companion 4 millennia before the rise of Emperor Palpatine, Jedi Knights struggle against the dark side of the Force. $19.95

The Far Orbit Project A Pirates & Privateers supplement. Join the fearless crew of the Far Orbit, the first Rebel privateer ship. $38.95

STAR WARS GALAXY GUIDES

Galaxy Guide 1 - A New Hope 2nd Ed A definitive collection of backgrounds, statistics, and information on the heroes and villains from Star Wars, as well as a new adventure seton Tatooine. $14.95

Galaxy Guide 2 - Yavin & Bespin 2nd Ed Details moons, inhabitants, adventure ideas, etc. $14.95

Galaxy Guide 3 - The Empire Strikes Back 2nd Ed Details the second Star Wars film. 80 pages. $14.95

Galaxy Guide 4: Aliens 2nd edition aliens book has been expanded and updated for the 2nd Ed Star Wars. $9.95

Galaxy Guide 5 - Return of the Jedi 2nd Ed. Here you can find backgrounds, personality sketches, appearing in Return of the Jedi. $14.95

Galaxy Guide 7 Mos Eisly Complete overview of this city, detailed location descriptions, illustrations, maps, a history of Tatooine,. $14.95

Galaxy Guide 9 Fragments from the Rim 94 page supplement being a compendium of trivia, news, rumors, and information from the Outer Rim territories. With new characters, new ships, aliens, locations. $25.50

Galaxy Guide 11 Criminal Organisations Slaving, spice mining, smuggling, gun-running. $26.95

Systems Failure

SYSTEMS FAILURE RPG A new RPG by Palladium. The Y2K bug sent the world "off-line", followed soon by anarchy leading to the collapse of whole cities, made infinitely worse by an invasion of aliens that feed off human energy and turn humans into zombie-like slaves. All that is left of the human race are the Survivalists, Nature-Lovers, Farmers, Gun Bunnies, Eggheads, and backwood wackos. You play one of these wackos, fighting to save the world from its post holocaust disaster. $23.95

Swashbuckler

Swashbuckler RPG Players become heroes, championing the causes of right and justice against all foes whether malicious criminals or unscrupulous monarchs. Live the life of high-seas captains, armed with letters-of-marque, battling pirates and Spaniards for gold in the Caribbean. Become a gallant gentleman rescuing maidens from prison towers. $29.95

For the Love of Justice Contains two complete and partially intertwined adventures. First you travel to Italy in pursuit of a murderer, and the second adventure involves you in royal intrigue in the German states. $19.95

Teenagers from OuterSpace

Teenagers from Outer Space RPG The amazingly weird roleplaying game that lets you become a character in your very own (or somebody else's) Japanese animation comedy show. Complete with everything you'll need to create silly superpowers, gadgets, bikini battlesuits, mecha mayhem, magical girlfriends, the sex-changing boy/girl gun, etc. $32.95

The Dominion Tank Police

The Dominion Tank Police RPG By Guardians of Order, based on the Japanese anime series. Now you can join the ranks of the Tank Police in their fight against crime, or be part of the Buaku Gang in their quest for power and glory. In the year 2010 AD, the Earth is a very unfriendly place – the atmosphere is a poisonus bacterial soup, vicious underworld organizations have run of the cities, and governments are helpless. Only the trigger happy Tank Police stand against them. Over 160 pages, color. $36.95

The Devil's Addition

The Devil's Addition Not really a roleplaying game, but more like a *Fighting Fantasy* book set in the Wild West. Relive the sights, sounds, and personalities of Abilene's saloon district. Play 'pistol pool', shoot it out with Texas outlaw John Wesley Hardin, talk to Wild Bill Hickok. $32.95

The Everlasting

THE EVERLASTING Foundation Book I Book of the Unliving Written by Steven Brown, who has written many White Wolf products, such as Dirty Secrets of the Black Hand. This book is a complete roleplaying game, set in a world which is a daydream shadow of our own reality. Join modern-day angels, dragons, elves, vampires, mythic gods, nightmare lords, immortal grail knights, werewolves, etc. This first book introduces you to the darker side of the Secret World, where you take on the role of Dead Souls, Deathmech Cyborgs, Ghuls, Grim Reapers, Reanimates, Revenants, Vampires, the Catacombs, Underworld, etc. New concepts are introduced, such as communal protagonists, customizable rules, gamemasterless options, dream control methods, and can be played with playing cards, dice, or even freeform. $44.95

THE EVERLASTING Foundation Book II Book of the Light This is also a complete roleplaying game. It introduces you to the epic struggle between good and evil that is taking place throughout the Secret World. It features angels - including half angels, daevas the mythic gods, Questers (immortal grail knights), Demons, the Wer, the Astral Aethyrs, the Seven Heavens, New Camelot, the Netherworlds, etc. $44.95

THE EVERLASTING Foundation Book III Book of the Spirits The secret world, a daydream shadow of our reality. You are not human; you are a spirit of the dreamworlds of astra, chained to an earthly form. You have visited the netherworlds, dream cities, darkest nightmare lands. Or you can be a gargoyle, a manitou, a djinnee, or even one of the 'possessed'. $44.95

Tinker's Damn

TINKER'S DAMN RPG A roleplaying game of Japanese animation girls with rabbit ears and big oval eyes. The game can be based on any genre, not just sci-fi and fantasy. Ever wondered what it would be like to use magic in a private detective game? Then check out Hot Rod Apocalypse, just one of the three sample campaigns provided in the book. Includes creating characters, vehicle design and combat, magic, the net, cyborgs & robots, weapons and weapon design, etc. $25.00

Tribe 8

TRIBE 8 RPG The world as we know it was suddenly destroyed. The Z'bri, an evil alien menace beyond comprehension invaded the world from another dimension. But the portal was closed, stopping any more from arriving, while those who remained went berserk, enslaving, torturing, murdering almost all of humanity. But the Goddess saw man's plight and sent eight Fatimas to create eight tribes, who then took the struggle to the Z'bri. Joshua, the eighth Fatima, lead his tribe into the stronghold of Z'bri overlord, and slew him, but he himself was slain, and the tribe was all but obliterated. But this eighth tribe, Tribe 8, is slowly being resurrected, as misfits, outcasts and homeless humans come together to refill its ranks. But the Z'bri still remain, and most of humanity is still enslaved. The seven remaining Fatimas bicker among themselves, but gift the tribes with weapons with which to fight the Z'bri. Set in this tribal future, player characters are blessed with mystical insight and marked by destiny. They must struggle to build a new society from the ashes of the old. 108 pages of history & background, 100 pages of game rules and information, etc. $56.95

Tribe 8 Weaver's Screen & Assistant A typically illustrated GM's screen, with a GM's guide with expanded advising on GMing, details on creating epic cycles, portrayal notes for all the major locations, the first volume in the Tribe 8 storyline, etc. $31.95

Book of Legends Adventure sourcebook. Regroups several key legends and provides complete guidelines for turning them into quests. $29.95

Children of Lilith A new Fatima appears among the Fallen, gathering them together into a powerful force and challenging the Seven Tribes. Will Lilith bring lasting freedom to the 8th Tribe, or their destruction? $34.95

Horrors of the Z'bri Sourcebook detailing the past and present of the beasts of Vimary. You will see the beasts through their own eyes and discover the true horror of their unearthly nature.8 new aspects, dozensof beasts. $38.95

Tribe 8 Companion Narrate source material covers the Lost Tribes of Joshua the Ravager and Mary the Forgiver, the Quest Circles, the Keepers. Also additional resources to the Weavers, advanced combat rules, expanded Synthesis, and two complete quests. $36.95

Vimary 144 page core supplement. Details the game's core setting, and provides countless ideas and resources for quests and cycles. With an innovative telling of the history of the Seven Tribes, detailed return to Vimary itself, over a dozen maps, a look at the major player factions. $42.50

Word of the Pillars Sourcebook and player's guide for Joan the Warrior and Tera Sheba the Wise tribes. Secret histories, rites, rituals, important tribe members, & why they have such a hardline against the Fallen. $32.95

Tribes

TRIBES RPG It's 50,000 BC. Where are your children? This is a roleplaying game that simulates the way we think our ancestors lived long ago. Players can re-create and change the earliest human societies, and seee what effects the rules of society have on their ability to survive and reproduce. The object of the game is to raise healthy children. Includes simple rules with no cover, a gameboard, tokens on sheets, etc. Presented in a ziplock bag. $17.95

Trinity

TRINITY RPG Hardback Edition White Wolf's latest complete roleplaying system, this one set 150 years into our future. Was called ÆON. Acentury and a half in the future, humanity ventures into space and encounters strange alien races and diverse new worlds, as well as establishing orbital colonies and terraforming Mars. Even as humanity struggles to find its place in this new age, Earth is assaulted by a menace from its past - twisted, once human creatures called Aberrants, monstrosities that seek to destroy our people and planet. The world's greatest defenders against this menace are psions - men and women who possess formidable psychic powers and who wield unusual biotechnological devices. With guidance from the enigmatic Æon Trinity, psions hope to protect humanity from its own twisted reflection so that Earth's people can take their rightful place among the stars. Investigate the unearthly Qin, beings at once supremely human and disturbingly alien. 318 pages, 152 in full color, which prevent a very detailed overview of life in the 22nd century. The softcover version contains an added Storyteller-only section that updats the Trinity universe for newcomers. Hardback. $54.95 **Softcover - $27.95**

Alien Encounter: Invasion A year ago the alien Chromatics attacked the Earth. Humanity united to repel their attack. Now the characters lead a daring counterattack against these warlike Chromatics. Two adventures, source material, secrets about the Upeo wa Macho, Chromatics, Abberants. $32.95

Alien Encounter: Deception Contact has been restored with the Qin homeworld, but not everything is as it seems – they are in league with the Aberrants! Contains two adventures with heaps of setting material. $33.95

America Offline Psi orders of Orgotek and FSA Sourcebook. With expanded, full color source material, detailed tips on playing an electrokinetic, including new psionic powers, revealing information on North American society and politics. $34.95

Darkness Revealed: Descent into Darkness The indigent are disappearing from Lunar slums. The few found are dead and missing vital organs. Members of two psi orders may not only know about it, they may be behind it! $28.50

Darkness Revealed: Passage Through Shadow A conspiracy threatens to destroy the psi orders. The AEon trinity relies on you to expose it. The maze of treason and subterfuge leads you to Europe, N. America, and finally into space, where you will confront the greatest threat Earth has faced $28.50

Darkness Revealed: Ascent into Light Strife divides the psi orders when they should be united against a horrible threat from beyond the stars. Can you help Earth's psions save humanity? Can you unite them? $29.95

Hidden Agendas The Trinity storytellers screen and a booklet containing expanded information on the 22nd century universe. Also has an introductory story that kicks off the ongoing Darkness Revealed adventure series. $26.95

Luna Rising The moon is home to the psi order known as ISRA, a loose brotherhood of psions with the ability to case their senses across vast interstellar distances. This sourcebook gives expanded rules, new psionic powers, info on Luna society, etc. $29.95

Shattered Europe Reveals the inner workings of the Aesculapian Order and explores the ruins of Europe. Find out what the docs are really up to in their clinics. Learn to be a vitakinetic and explore Europe. $36.95

Stellar Frontier Details the long-lost Upeo wa Macho psi order and explores the isolated extrasolar colonies. Learn what it's like to be a teleporter. Learn the truth about how the colonies survived their exile, and what threats remain there. Find out why the Upeo vanished, where they went, and why they have returned. $36.95

Trinity Dice Set of ten 10sided dice, red on black. $12.95

Trinity: Aurora Australis No longer some half-forgotten land 'down under'. Discover the inner workings of the eclectic psionic Legions, who can fly through the air with just a thought. A unique society. *Due February.* $36.95

Trinity Field Report: Alien Races In the 22nd Century, humanity has made contact with three spacefaring alien races: the Qin, the Chromatics and the Coalition. This bookgives their true natures, faces and intentions. $9.50

Trinity Field Report: Extrasolar Colonies Five years ago, Earth's extrasolar colonies were stranded in the depths of the void. The disappearance of the teleporting Upeo wa Macho left our children orphaned in deep space. Now, years later, new jump ships are complete, so we can learn the fate of those colonies. $9.50

Trinity Field Report: Media A full color setting dossier from Æon for all ordes and operatives. It looks at the entertainment medium in the 2120s, from news to music to holosims. See just how far media and entertainment permeate every aspect of 22nd century society. $9.50

Trinity Field Report: Psi Laws Earth has returned from the brink of destruction, and people with awesome powers have emerged. Yet anarchy does not reign. This Report advises psions about the extremes to which they can take their powers on Earh and the frontier, and warns of punishment. $9.50

Trinity Players Guide New character creation rules, new backgrounds and an alternative Aptitude system, expanded information on a myriad of facets of 22nd Century society from the UN to daily life; revealing details about the Aeon Trinity, the psi orders and the Aberrants. $42.50

Trinity Technology Manual Spaceships take us to distant stars. Computer agents roam the electronic OpNet. Bioapps commune with psions' minds to become living weapons. New spaceships, weapons, bioapps, battle suits, computers, drugs, gadgets,etc. $28.95

Tunnels & Trolls

TUNNELS & TROLLS RPG Boxed Set By Flying Buffalo. This fantasy roleplyaing game is an old title, still available. This boxed set includes the complete rulebook, a solitaire adventure, and introductory GM scenario by Mike Stackpole, a Player Character Pack, and dice. $26.95

Twilight Imperium

TWILIGHT IMPERIUM RPG By Fantasy Flight Games. After thousands of years of chaos, it is the dawn of a new age as the Great Races maneuver politics and space fleets, trying to take control of the Imperium. But it is also a time of great danger, intrigue, and opportunity for fame, power and wealth. You can be a trader, assassin, mercenary, politician, etc. Simple rules system, 40 planets and 6 alien races are detailed, & intro adventure. $36.95

Unknown Armies

UNKNOWN ARMIES RPG By Atlas Games. A brand new roleplaying game of transcendental horror and furious action. The world spins madly towards the end of time. Self-appointed messiahs are appearing everywhere, weird cults arise daily, and magic flows from the wounds of the world. The occult underground rings with the battles of unknown armies; magical adepts face off with gun-toting enforcers and weirdos of every stripe; clockwork humans and plodding golems slip through the cracks of society. Entropics eat your memories and then spit them back at you with poison added; the sects and fringe groups vie against each other. Loathsome monsters, bizarre supernatural forces, mind bending magic, warring cults, and ten-thousand bullets. 224 pages, for mature readers only. $45.95

Lawyers, Guns & Money Covers UA's biggest cabal: history, structure, high-tech equipment, magickal gear, sample agents, dossiers, secrets Alex Abel doesn't want you to know about, two difficult missions, etc. $36.95

One Shots Five stand-alone scenarios with ready made characters. No heavy prep or grand plans, just dive in and get a taste of the occult underground. Since each of these nasty little tales is self-contained, nothing is guaranteed, nothing is safe, nothing is what it seems. Anything can happen. $27.95

Usagi Yojimbo

USAGI YOJIMBO RPG 2nd Ed You're read the adventures about this samurai rabbit called Yojimbo, now you can play them! The world is 17th Century Japan, but all of the characters are animals. Each story mixes seriousness with silliness. Also lists every Usagi story ever published, a complete character index with every character named in the comic, and a map of Usagi's Japan. $29.95

Vampire: the Masquerade

Vampire: The Masquerade 3rd Ed. Hardback` A horror storytelling role playing game. Players are vampires, tortured creatures who must cling to the last shreds of humanity lest they become a ravening fiend. **By White Wolf.** After nine years White Wolf has updated its flagship title. The book that launched a renaissance in the roleplaying industry returns in a revised edition. New everything, from top to bottom. In this mammoth volume can be found all 13 clans, all major Disciplines and a host of brand-new information on both the Kindred and the…things…that hunt them. This book compiles everything that a Vampire player and Storyteller needs to know about the Kindred and the World of Darkness. Also has all new information on the changes that afflict the clans, and on the beginning of the end of the Camarilla. $56.95

Limited Edition Guide to the Camarilla/Sabbat This strictly limited edition has a hardcover slipcase containing the limited edition hardcover version of Guide to the Camarilla, and also the limited edition hardcover Guide to the Sabbat. With the end of the millennium approaching, the Camarilla is beset by foes, within and without. However, the Camarilla is most definitely *not* the group containing the vampire "good guys". This book tells you all about the vampires who make up its ranks, how the organization functions, the powers its members and officers possess, and also a few of the elders secrets. 232 page hardcover book. The *Guide to the Sabbat* covers the Sabbat sect, where being a vampire means being a soldier on a holy war against cannibalistic monsters who passed on the Curse of Cain. 224 pages. **$140.00**

A World of Darkness 2nd Ed Venture into those forbidden regions where even vampires fear to tread. Glide through the elegant salons of Europe's elders and trek through the depths of the Dark Continent. Includes Australia, Japan, & the USA. $33.95

Blood Magic: Secrets of Thaumaturgy Has the most jealously guarded powers of blood magicians. More than a simple book of spells, it also addresses the practice of Thaumaturgy as well as its powers. *February.* $36.95

Book of Nod Pocket sized book that contains the records of the birth of the undead, with invaluable insight into vampire origins. $19.00

Chicago Chronicles Vol 1 A compilation of two classic Vampire sourcebooks. Chicago By Night 1st Ed and the Succubus Club. Together these two books present the beginning of an epic story of intrigue, warfare and survival among vampires of Chicago. $37.50

Chicago Chronicles Vol 3 A compilation of Milwaukee by Night, Ashes to Ashes, and Blood Bond. These are the final chapter that concludes the War for Chicago. A tale of betrayal, hatred and revenge. $33.95

Children of the Night Fully details the heavy-hitters of Vampire's World of Darkness – the Lords after Dusk. Includes the justicars and many archons of the Camarilla, as well as key princes, bishops, pack priests, Sabbat cardinals and prisci and an inscrutable Inconnu or two.. $27.95

Cities of Darkness # 3 An account of Kindred control, corruption and conspiracies across America. This book combines the previously out of print Dark Colony and Alien Hunger. $25.50

Clan Book: Assamite Feared by all yet courted by many, refusing outside allegiances yet willing to hunt Kindred for a payment of blood, Assamites are among the most reclusive clans. Once hunted, these vampire assassins are now sought by the Kindred to dispose of their enemies. $19.95

Clan Book: Brujah 2nd Ed Their history has been one of struggle and passion. All new information accompanies revised material. *June.* $27.95

Clan Brujah T-Shirt XL size. *Due March.* $36.95

Clan Book: Gangrel How they Gangrel run with the werewolves and the powers they gain, 10 sample characters, history, etc. $19.95

Clanbook: Giovanni The last Clanbook is the Giovanni, who are final in so many ways. Steeped in blood and treachery, this sinister clan of necromancers worms its way through the jyhad while feigning non-involvement. With its connections to the Mafia. Discover the bloody legacy of these insular undead, and their even deadlier future. $21.95

Clan GiovanniT-Shirt XL size. *Due February.* $36.95

Clan Book: Lasombra From their webs of shadows the Lasombra guide the destiny of the dread sabbat. Unseen even by mirrors, these lords of darkness glide through the night they rule, orchestrating the rise and fall of kine and kindred. $19.95

Clan Lasombra T-Shirt XL size. $36.95

Clan Book: Malkavian An extremely warped Clan, whose members are all insane (as is this book. The information contradicts itself - no it doesn't. Pages are stuck in upside down, some text is unreadable, etc. This book reveals histories, madness, 10 sample characters. $19.95

Clan Book: Nosferatu. 2nd Ed Most vile of the vampires, they have formed an underworld of darkness in the sewers beneath the city. This new edition is 32 pages longer, & re-examines earlier concepts. *Due May.* $27.95

Clan Nosferatu -Shirt XL size. *Due May.* $36.95

Clan Book: Ravnos Gypsies, vagabonds, and charlatans, the cunning vampires of Clan Ravnos roam the night as they indulge in the most dangerous of games - lying to the liars, tricking the tricksters, receiving curses. $21.95

Clan Book: Setites Called corrupt by even the most crooked Ventrue, the Setites are almost universally mistrusted and feared by the clans of the Camarilla, and scorned by the Sabbat. $19.95

Clan Setite T-Shirt XL size. $36.95

Clan Book: Toreador A Spanish clan that does little more than fight amongst itself all the time. Ten character templates. $19.95

Clan Toreador T-Shirt XL size. $36.95

Clan Book: Tremere 64 pages for this majestic and mysterious clan. With the clan's dark history, 10 sample characters, etc. $19.95

Clan Tremere T-Shirt XL size. *Due April.* $36.95

Clan Book: Tzimisce Known fiends even by other vampires, the Tzimisce are the masterminds behind the Sabbat. They are the truth behind mortals' legends of vampires in the night. In rejecting their humanity, the Tzimisce hope to attain something more. This book is strictly Adults Only. You cannot order it unless over 18 years. $19.95

Clan Toreador T-Shirt XL size. $36.95

Clan Book: Ventrue The vampires of Clan Ventrue understand that power has value only as a means to an end. So they use their vast resources to extend their reach, all the while watching and waiting for the right moment to strike. For there are even worse things in this world than vampires, and the Ventrue know they are they only hope. $19.95

Demon Hunter X For World of Darkness. Describes those rare mortals of the Far East who pit themselves against the Middle Kingdom's monstrous denizens. From the millennia-old tradition of the Shih to the top-secret, high-tech Strike Force Zero. $26.95

Diablerie A combination of the two out of print titles Awakening and Bloody Hearts. Finally, characters have the chance to taste the blood of the Methuselahs, and gain immeasurable power! But at what price? There are worse things than Final Death. $21.95

Dirty Secrets of the Black Hand Synonymous with terror and destruction, for centuries the Black Hand has struck fear in the hearts of the Camarilla's vampires. What would the members of that sect give to know the role the Black Hand has played in their own history. $29.95

Ghouls: Fatal Addiction By day they walk among mortals as invincibles; by night they crawl among Kindred as fodder and slaves. They are ghouls, suspended between the lure of eternity and gates of damnation. $26.95

Guide to the Camarilla With the end of the millennium approaching, the Camarilla is beset by foes, within and without. However, the Camarilla is most definitely *not* the group containing the vampire "good guys". This book tells you all about the vampires who make up its ranks, how the organization functions, the powers its members and officers possess, and also a few of the elders secrets. 232 page hardcover book. $44.95

Guide to the Sabbat The Sabbat are depraved monsters, reveling in their Damned state and herding the kine about them like cattle. The Sabbat wage a secret war against the elders, struggling night after night to free themselves from the tyranny of the dread Antediluvians and the Jyhad itself. New bloodlines, disciplines, secrets, schemes, and layers of intrigue. $44.95

Kindred: The Embraced This contains Volumes I, II, and III of the American TV series, all 377 minutes worth. Note that you must have a video player than can play NTSC. Draws you into a mysterious realm of Mafia wars, forbidden liaisons and inhuman humans. Adults only. $120.00

Maximum Black A stunning product, this is Timothy Bradstreet's artbook. Collects together his illustrations from his early days on Vampire: the Masquerade to his most recent works. 128 pages. $47.50

Montreal By Night For 18 years and over only. Welcome to Montreal, unhallowed shrine of our most glorious Sabbat. We're so glad you came. Walk our catacombs in search of blasphemous knowledge. Enjoy all manner of titillating diversions with our deliciously putrescent "Toy." And forget that language barrier nonsense; we'd be delighted to hear you scream for mercy in English or French. Special Price - $19.95

Mummy 2nd Ed From the ancient sands of Egypt they return again and again, fighting an eons-old war. Discover the blessing and curse of Rebirth and aid the undying mummies in their eternal struggle against the children of Caine. $29.95

Nights of Prophecy Contains five adventures set in the Year of Revelations. Who killed Baba Yaga? How goes the Kuei-jin invasion of the American West? What condition is the Succubus Club in now? *April.* $36.95

Revelations of the Dark Mother Presented in the same format as *Book of Nod.* Even the children of Caine fear her – Lilith, Mother of the Damned. She is the Dark Queen who will arise and usher in the end of the world. Explore the heretofore ignored legends of Lilith, and learn fo the hidden Lilith-cults. Discover a telling of the Vampire creation myth, and guess at what is yet to come in the night. $19.95

The Giovanni Saga I Contains two out of print titles: The Giovanni Chronicles I The Last Supper and The Giovanni Chronicles II Blood & Fire. These adventures let you partake in this clans ascension to power, achieved through backstabbing, butchery and bloodshed. *Due May.* $32.95

The Giovanni Chronicles III: The Sun Has Set It is the 19th Century, and Britannia raises her flag across the world. The murder of Cappadocius is rapidly becoming ancient history. But in the shadows, the Giovanni still plot and scheme to achieve apotheosis. Can your characters, now mighty elders, stop the necromancers? $31.00

The Giovanni Chronicles IV: Nuova Malattia The culmination of the Chronicles, with treachery and cunning by the Milliner family of Clan Giovanni. Offers players a chance to participate in one of the critical sect battles of the Final Nights. From the 1920s to the terror of modern nights. $36.95

The Time of Thin Blood Allows players to portray the hunted childer of high-generation vampires. Also offers a glimpse of an event in the unfolding Gehenna. With rules for creating 15th generation vampires & their children, a wealth of setting material, and the death of a clan! $29.95

The Masquerade 2nd Ed Completely revised, a spin off from Vampire, there is no table or dice involved in this complete live role-playing game. Now in book form. There are rules for creating and playing a vampire in a live setting, intricacies of Kindred society and social structures, & tons of ideas for storytelling. $29.95

The Masquerade Book of Props This book is a comprehensive how to for designing everything from sets to costumes to believable characters. The book combines the best of Live-Action and stage theatre, enabling you to bring the World of Darkness alive as'its never been before. $25.50

The Masquerade: The Elder's Revenge "The Prince: America in Three Acts." One of the years most eagerly anticipated theatrical openings is cancelled suddenly, with all things going wrong. But then the playwright is ready to reveal the secrets in his play to a new stage. Vampires from across the country come to judge his work. $18.50

The World of Darkness: Gypsies The supernatural creatures of the World of Darkness tend to think of humans as little more than animals, ignorant of what really goes on in the shadows around them. The Gypsies think this of the supernaturals. The Gypsies have seen things which would turn a werewolf's fur white & make a vampire's fangs fall out. $26.95

The World of Darkness: Hong Kong Hong Kong, exotic, vibrant, and deadly. The mortal power structure isn't the only thing changed about this city. Under the cover of Chinese occupation, a myriad of supernatural powers via for dominance. Never before seen mix of all character types from vampires to wraiths. $32.50

Vampire Storytellers Companion & GM Screen Your typical GM Screen plus the 72 page Storytellers Companion, which details lesser bloodlines such as the Salubri, Samedi, & Daughters of Cacophany, new weapons & frightening disciplines rumored by the Kindred. $27.95

Vampire Storytellers Handbook Revised Ed An invaluable aid for storytellers. It includes a myriad of information, including enigmas best left out of players' hands. This fully revised edition has systems for rare bloodlines, disciplines and elder vampires; presents a Vampire FAQ, details the True hand, crossovers with other WOD games; etc. Hardcover. $48.00

Vampire Storytellers Handbook Limited Ed As above, but with a leather hardback cover, in a hardcover slip case, and also comes with a leather hardcover four-panel storytellers screen. $90.00

Vampire T-Shirt XL T-Shirt that says 'Vampire: The Masquerade' $36.95

Vampire: the Masquerade Chess Set A unique chess set, sculpted by Bob Naismith. There are 16 Camarilla pieces and 16 Sabbat pieces, cast in pewter and plated in antique pewter or antique bronzer. The resin cast, 14" board depicts the cracked streets of the World of Darkness. Manhole covers and sewer drains line the face. Refuse rises above the street, and four streetlights hand over the board, completing the cityscape. $300.00

War of Ages Includes the Anarch Cookbook and Elysium, where vampire elders dwell in ancient lairs and spin webs for mortal and immortal victims alike. This has rules for creating elder characters, creatures of true power. For mature readers only. $29.50

KINDRED OF THE EAST

Kindred of the East A hardback sourcebook with 222 pages. For centuries the exotic realm of Asia has defied the Kindred's incursions. Those few Children of Caine dwelling in Asia whisper of the montrous Cathayans, the shadowy vampires native to the East. For too long the Cathayans have lain sleeping like dragons, allowing the kindred a facade of omnipotence. But now the new age is at hand. This sourcebook details these eastern deadly vampires, new character creation rules, new powers, the Eastern spirit world, and cultural information. $47.50

Dharma Book: Bone Flowers They know the secrets of the Underworld. They lands of the living hold no mysteries for them, nor do the realms of the Yama Kings. *Due January.* $27.95

Dharma Book: Devil-Tigers A complete guide to playing the most ferocious and evil of the Dharmas. New rites and disciplines and history of the Dharma. For mature readers only. $27.95

Half-Damned: Dhampyri What does it take to be one of the mortal children of the walking dead? Character creation to their final fates. *June.* $25.95

Kindred of the East Companion Now the Kuei-jin are presented in greater detail. Journeys into the lairs of the mandarins and the temples of their enemies, exploring the underground beliefs and bizarre powers that even the Kuei-jin fear. Also writings that defy Xue, and the creatures just beyond the shroud of Asia's grand and corrupt courts. $36.95

Shadow War A guide to warfare among the Kuei-jin. From the honorable strife of the twilight war to the relentless savagery of midnight war against the Yama King's servants; the Kuei-jin invasion of California. $29.95

The Thousand Hells Intense images and descriptions of the Asian hells where the monstrous Yama Kings hold sway. Here are the hidden secrets of the demon lords who seek to rule the Sixth Age, and their domains. $32.95

VAMPIRE MIND'S EYE THEATRE

Laws of the East Mind's Eye Threatre live roleplay set in the East. It is a guide to creating and playing the Kuei-jin, one of the mysterious vampires of Asia. These vampires seek a return from their fallen grace through a road fraught with peril. From dharmas to disciplines, Shih to Strike Force Zero. $32.95

Laws of Elysium Now you can live roleplay vampire elders. From tips on roleplaying them to new powers belonging only to these ancients, whom control the true power. $28.50

Laws of the Hunt For Mind's Eye Theatre. Provides what you need to hunt down everything from vampires to risen, changelings to Glass Walkers. You might even live to learn about it. With rules for character creation, updated and revised Numina. $27.95

Laws of the Hunt Player's Guide: The Hunter's Tools Complete guide to the furthest reaches of mortal power for Mind's Eye Theatre, for the experienced hunter. Includes rules for the terrifying Dauntain, hunters of fae; new rules for the Reborn, the mummies, etc. $27.95

Laws of the Night Revised It's a new night. Clans. Bloodlines. Disciplines. Character Creation. Systems. Storytelling. Antagonists. This is a complete pocket guide for playing and storytelling Vampire Live Roleplay. Designed for quick reference and in-game use, it collects under on cover everything you need to start playing. Let the midnight dance begin. $36.95

Liber des Goules The Book of Ghouls For Mind's Eye Theatre. Better than humans, better than vampires. Take the best of both worlds. If you're a ghoul, you get all the perks of being a vampire. - incredible powers, a look at what's really going on and best of all, immortality - without giving up going to the beach to get a tan. $19.95

MET Camarilla Guide From the powers of the elders to the sect's brutally effective justice, from the Inconnu to the powers of the archons. Revised rules for elders, expanded disciplines, new merits & flaws. *Due April.* $27.95

MET Journal Issue # 4 Presents secrets of the Wraiths of the Jade Empire, conclusion of the Mayday! Chronicle, live action Mage rules, WOD fiction, and topical issues on live-action roleplaying. $14.95

Mind's Eye Theatre Discipline Deck Contains 150 cards detailing all of the powers from the Laws of the Night 2nd Ed, with full write-ups. $29.95

Mind's Eye Theatre Prop Deck Contains 98 sturdy cards for use with all White Wolf's live roleplaying games. Each card is illustrated and includes stats and info for the item in question. Also has various Traits. $25.00

VAMPIRE NOVELS

4. Eternal Hearts Hardcover novel which depicts an erotic journey through the deadly world of Vampire. $36.95

The Masquerade of the Red Death Trilogy

1. Blood War For ten thousand years a race of immortal vampires has waged a secret war to control mankind. But now a new player has entered the game - known as the Red Death. He controls forces that make the kindred tremble. $9.95

2. Unholy Allies Only two people can stop the Red Death, Dire McCann and Alicia Varney. Racing against time they desperately need to find the one historian who knows the vampire's true identity. $9.95

3. The Unbeholden Despite McCann's and Varney's efforts, ancient monsters stalk the earth, as the Red Death prepares to seize control of the two most powerful organisations that rule the world of darkness. But to win, the Red Death must destroy McCann, who is the most dangerous man in the world. $10.95

Trilogy of the Blood Curse

1. The Devil's Advocate Savage madness seizes vampires worldwide. Relentless hunger gnaws, no matter how many drained, withered mortals litter the street... $10.95

2. The Winnowing As countless vampires perish in torment, the survivors jockey ruthlessly for any advantage. Disturbing visions haunt Owain night and day. Is he touched by the Curse, or something far more sinister. $10.95

3. Dark Prophecy Ancient forces beneath the Earth arise, awakened by the Blood Curse. Kindred and kin alike prepare to destroy each other in a bloodbath at the end of time, unless Owain can stop it. But who can he trust? $10.95

Sonja Blue Novels

1. A Dozen Black Roses Deadtown is both a battleground and buffet table between two gluttonous vampires. But into this carnage walks Sonja Blue, a vampire hunter with a deadly secret, intent on destroying these fiends and cleansing the city. Hardcover novel. Special Price $7.00

2. The Darkest Heart The fervor with which Sonja Blue hunted other vampires has subsided. But now she is the target of a vampire hunter, a mortal named Jack Estes. She tries to convince him that she is not like the others, and attempts to help him find the vampire lord who killed his father. *June.* $21.95

The Clan Novels

1. Clan Novel: Toreador The Toreador are dismissed as hedonists, but they are not easily ignored. This story focuses on Victoria Ash, who uses her art museum to take control of Atlanta, while Leopold the sculpture is forced to rediscover his past. $10.95

2. Clan Novel: Tzimisce Introduces the Sabbat side of the conflict through Sascha Vykos, a depraved and incredibly powerful night-predator. A war along the American East Coast erupts as the Sabbat launches relentless attacks against Camarilla-held cities. $10.95

3. Clan Novel: Gangrel Ramona, a neonate member of Clan Gangrel, must face a terrible power, a force so great that the Gangrel elders believe it is an Antediluvian, one of the most ancient vampires... $10.95

4. Clan Novel: Setite Little does Hesha realise that a chance encounter in New York is a strand of the same web that brings the Eye of Hazimel into the hands of one of his own agents, only to be lost again. $10.95

5. Clan Novel: Ventrue The Camarilla prepares for war against the Sabbat in revenge for mass murders, and many kindred attend a council. But can they trust the Ventrue sent by the Old World elders to chair the group? $10.95

6. Clan Novel: Lasombra Lucita, a Lasombra assassin, is hunting a Sabbat archbishop. She never fails. But the Sabbat templar Talley is sworn to protect the archbishop, providing he can find out which one is the target. And *he* never fails. One of these two monstrous killers is about to learn to lose... $10.95

7. Clan Novel: Ravnos These devilish gypsies are not welcomed by the Camarilla, nor tolerated by the Sabbat. *Due Feb.* $10.95

8. Clan Novel: Assamite Fatima is over a millennia old, but to prove her Clan she must assassinate Cardinal Moncada of the Sabbat, and his childe, Lucita – who also happens to be Fatima's object of passion. $10.95

9. Clan Novel: Malkavian Thought insane by other Kindred, they know that within madness lies wisdom. *Due Jan.* $10.95

10. Clan Novel: Giovanni This independent clan has always found its control of Boston problematic. They have managed to keep both the Camarilla and the Sabbat out of their home, but this is becoming harder. *February.* $10.95

11. Clan Novel: Brujah The unlikely alliance of an Old World Ventrue and an New World Brujah Archon gives the Camarilla the advantage in its war against the Sabbat. But the Brujah run into an enemy even they might be incapable of handling, a young Toreador named Leopold. *Due March.* $10.95

12. Clan Novel: Tremere A traitor in the ranks of the hierarchical Tremere, who was thought destroyed, is discovered, and he might be the very cause of the Camarilla/Sabbat war. *Due April.* $10.95

13. Clan Novel: Nosferatu The Nosferatu Calebros is asked to solve the mysterious murder of their clan leader Petrodon. But an even deeper mystery awaits regarding the identity of the murderer. *Due May.* $10.95

Vampire: the Dark Ages

VAMPIRE: THE DARK AGES RPG Prequel to *Vampire: The Masquerade*, by White Wolf. A complete RPG set at the close of the 12th Century in medieval Europe - the darker, nastier Europe that existed in the past of the World of Darkness. This is a grand but terrifying age to be a vampire. On one hand it is a time of superstition, of blind obedience & casual brutality. Life is cheap and for the taking, and few gainsay the right of the strong to subdue or destroy the weak. But it is also a time for terror for the Cainites. There are few places to hide from the sun & the torch, and the roads are made perilous by brigands and ravening Lupines. It is an age of faith as well, and the lowliest peasant might hold in her heart the power to thwart even the mightiest vampire lord. From the Nile Delta to the Iberian Peninsula, from England to France, from Moslem Jerusalem to the Teutonic barbarisms of the Schwarzwald, it is an age of darkness lit by the flickering of torches. $47.50

Blood and Silk: World of Darkness A historical sourcebook for the entire World of Darkness. An historical look at the Kue-jin of the Dark Ages and their Middle Kingdom. Also the intruders from the West. *Due May.* $39.95

Book of Storytellers Secrets Explore the weird and wondrous nights of Dark Medieval Europe. Wander the lonely nocturnal roads in service to the vampire princes - or become one yourself. Track a unicorn for its blood, or delve into the intrigues of the Italian merchant cities. Battle Assamite killers in the Holy Land. $26.95

Cainite Heresy Learn the secrets of this most profane and devout sect of vampires. Learn how Cainites influence the Lateran Palace. Discover the unholy rites and initiations the Heresy practices. Learn the secrets of the See of Nod and the Crimson Curia, unholy influences within the Church itself. $29.95

Clanbook: Baali There are greater powers in the world than mere vampires. These powers have secret names, names of power. The Baali know those names. These powers have hidden themselves in shadow and blood, lest they be awakened too soon. The Baali know where they sleep. Also the terrible cost of Daimoninon powers. Adults only. $21.95

Clanbook: Cappadocian At long last, the secrets of the Cappadocians are revealed. Ultimately, they were wiped out by the Giovanni and are virtually unknown to the modern world. What's the truth of the Clan of Death, known only to the inhabitants of the Dark Medieval world? $21.95

Clanbook: Salubri Reveals the secrets of the reclusive Salubri. How can they strike back at the Tremere Usurpers? What powers do they possess? What secrets do they carry that allow them even the hope of survival? $21.95

Constantinople By Night Come to domed Constantinople, would-be heaven on Earth and wonder of the Dark Medieval world. Walk its torch lit streets and lavish bazaars. Indulge in the decadent pleasures of a thousand realms. Be on your guard, though, from dangers from Caine's children, and an impending invasion. $25.50

Fountains of Bright Crimson In 1099 AD, a lunatic screams at midnight beside a well whose waters are red with blood. Whose blood is it? And why does a shepherd gather every drop? Why do tunnels that even Nosferatu fear echo with inhuman footsteps and howls? Stand alone adventure. $14.95

Jerusalem by Night Learn the ways of this crucial city. Discover the ancient alliances and enmities that have outlasted kingdoms and Crusades. Meet the Cainites who have seen millennia from their perch atop David's city. With vampires knights, pilgrims and ghouls of royal blood. $32.95

Libellius Sanguinis Vol 1: Masters of the State. Includes vital information on the three clans of nobility, the Lasombra, Tzimisce and Venture; expanded discipline powers, new abilities and details on clan activities in medieval Europe, hints of secrets. $25.50

Libellus Sanguinis Vol 2: Keepers of the Word A 3-in-1 clanbook. The Tremere have seized immortality for themselves, and are despised and hunted. The Toreador dance to the music of prestige and slander. The Brujah want to shatter the Long Night. $27.50

Libellus Sanguinis Vol 3: Wolves at the Door A 3-in-1 clan book. The infidel Assassins, the Serpents serving the dark will of Set, and the Sons of the Walkuries, the wandering Gangrel. *Due April.* $29.95

Liege, Lord and Lackey The guide to introducing the members of a vampire's retinue into a chronicle. Info on mortals and ghouls, whom vampires need to survive in the Dark Medieval world, and rules for non-Cainite characters - you can play Vampire without being a vampire! $25.50

The Ashen Knight: The Bloody Order Complete guide to chivalry among the unliving. Histories of the mortal and immortal knightly orders. Battlefield tactics the unliving use to further their aims and honor. *Feb.* $32.95

The Erciyes Fragments A book of Noddist prophecy – it contains the Book of Nod in what may well be Caine's original version, plus commentary from vampiric scholars throughout the ages. $27.95

The Long Night The Mind's Eye Theatre rules for Vampire: The Dark Ages. Includes everything needed to play in a chronicle set in the Dark Medieval world. Special - $4.95

Three Pillars Lords and ladies, abbots and nuns, serfs and guildsmen - the foundation of Dark Medieval society rests upon feudal obligation. How do Cainites reconcile this temporal hierachy with their own society of the Long Night? $31.95

Transylvania By Night A sourcebook depicting the classic vampire country of Eastern Europe as it was during the Middle Ages. The denizens have known the tread of the Hun, the Roman, the Magyar, yet they stand defiant. A dangerous place. $29.95

Transylvania Chronicles I: Dark Tides Rising To whom should a coterie lend its support: the monstrous Tzimisce, the murderous Tremere or the expansionist Ventrue? Or should the Cainites stake their own claim in Transylvania? $27.95

Transylvania Chronicles 2: Son of the Dragon The players' characters are now centuries old, scarred veterans of the great Jyhad, with their own estates and connections in the fledgling Camarilla, Sabbat, or both. Yet not even their great power may be enough to stand against the Impaler, Dracula. $27.95

Transylvania Chronicles 3: Omens Dracula stalks the night, Kupala rages beneath the cursed land of Transylvania, and Paris burns in revolution. The PCs are besieged by friend and foe alike. Opposition includes Dracula, rival sects, the citizens of France. $29.95

Transylvania Chronicles 4: Dragon Ascendant Concludes the story. While Dracula stirs, halfway across the world an entire clan of

Sabbat Cainites is destroyed. Has Gehenna arrived? *Due March.* $29.95

Vampire: the Dark Ages Companion Come and learn the secrets of an ancient race that comes alive after the last rays of the sun have fled the sky and that hides in the darkness or at the foot of the children's beds. This compendium provides a plethora of new material for players and storytellers. New bloodlines so bizarre they failed to survive the inquisition's fires, details on Moors, Mongols, etc. $33.95

Vampire: Dark Ages Dice Ten D10 dice with bag. $13.95

Vampire: Dark Ages Storytellers Screen Four panel screen plus book of character record sheets. $18.95

Wolves of the Sea For over two hundred years they pillaged across Europe, exacting a tribute, sacking towns, and pirating ships. The Vikings spread from Scandinavia across northern Europe. With them came the vampires of the North, the slain warriors chosen by Odin to rise and do battle. $27.95

VAMPIRE: DARK AGES NOVELS

1. **Dark Tyrants** Walk through the benighted lands of medieval Europe through this anthology of stories. Journey with vampires as they play their deadly, incestuous games of politics, war and blood. Softcover. $10.95

The Grails Covenant Trilogy

1. **To Sift Through Bitter Ashes** Obsessed with acquiring the Holy Grail for the Lasombra clan, the vampire Montrovant sets out on a quest that pits him against the Knights Templar & the lair of an ancient Egyptian evil. $10.95
2. **To Speak in Lifeless Tongues** Montrovant hears that the Knights Templar are about to fall, so he sets off to the rescue, and on the way becomes embroiled with Santos, Kli Kodesh, an ancient Nosferatu, etc. $10.95
3. **To Dream of Dreamers Lost** After centuries of plotting and scheming, Montrovant draws close to finding the Grail. But an undead vampire hunter seeks him, as well as an enemy vampire who somehow escaped destruction at this hands. $10.95

Warhammer Fantasy

WARHAMMER FANTASY ROLE PLAY This is an exact reprint of Games Workshop's Third Edition. It allows you to roleplay in Games Workshop's popular fantasy world, where on the surface it is a civilised and cultured place, where only the occasional conspiracy, assassination, revolution or invasion by orcs, goblins, beastmen or mutants disrupts the feudal order. Yet a shadow hangs over the world, cast by the corrupting hand of Chaos. 366 pages with lots of art, 130 character skills, 100 character careers, fast moving combat system, 150 spells in seven types of magic, etc. $55.50

Apocrypha Now Material collated from old WFR supplements and White Dwarf magazines. Includes optional rules, new magical gear, new scenarios and campaign ideas, new career types including Elven Wardancer, how to convert characters between WFR and WFBattles. 128 pages. $32.50

Dying of the Light All new material. Marienburg, city of commerce, learning, superstition. The adventurers are sent there seeking a rare book, and uncover a sinister web of intrigue, missing scholars, and strange powers. Rumours of ancient demons are followed by panic and rioting, and the city is in danger of being destroyed completely. $32.50

Doomstones Vol I: Fire & Blood A chance discovery in the mountains puts the adventures on the trail of the legendary Orcish war-force, the Bloodaxe Alliance. They must retrace their last journey to find the powerful artefact, the Crystals of Power. Mystery & adventure! $41.95

Doomstones Vol II: Wars & Death Reprints Death Rock and Dwarf Wars, plus new material. Can be played as a sequel to Fire & Blood, or as a stand alone adventure. The player characters must follow a line of clues to track down four crystals with a terrible, dark secret, that have been cleverly hidden in a dwarven mountain. Mixes investigation, exploration and combat. $41.95

GM's Screen & Reference Pack Four panel GM Screen and two 16 page booklets, one being a revised critical hits system, which will not be reprinted anywhere else; the other is a full index for the rulebook, a calendar for the game world, etc. $28.50

Marienburg: Sold Down the River An entirely new supplement. At the sea-mouth of the River Reik stands Marienburg, the world's marketplace: the largest, richest, most corrupt and most dangerous city-port in the world. Has all you need to run campaigns & adventures, and a full color map. $36.95

Middenheim City of Chaos A detailed guide to the greatest of the Empire's three City-States, the home of the Cult of Ulric, the God of War, Wolves and Winter. Has a full color map, history, campaign ideas, detailed locations, NPCs, religion, etc. $32.95

Warpstone Issue # 10 An independent magazine devoted to Warhammer Fantasy Roleplay, distributed by Hogshead. 40 pages, including reviews, becoming a troll slayer, fiction, seasons in WFRP, Old World beliefs, etc. $9.95

Warpstone Issue # 11 Underworld and covert organisations; excommunication; the world of Pit Fighters; a complete scenario, etc. $9.95

The Enemy Within Campaign

Shadows Over Bogenhafen The enemies within the Empire. This book is a compilation of two old titles, The Enemy Withing and Shadows Over Bogenhafen. Includes an adventure in which you hunt for Chaos infestations within the Empire, and heaps of background info, history, politics, etc. $32.95

Death on the Reik Can be played as a stand alone adventure or as part of the Enemy Within Campaign. A seemingly simple man-hunt turns out to be far more complex and dangerous, and adventurers will be pitted against mutants, Skaven and desperate cultists, and eventually Chaos. $32.95

Power Behind the Throne Expanded and with a brand new adventure. Refugees fleeing town, ridiculous taxes, priests of Ulric & Sigmar fighting in the streets, rumors of beasts in the sewers. Something is very wrong in the city of Middenheim! With maps, handouts, 22 major NPCs. Can you outwit the forces of Chaos? $32.95

Something Rotten in Kislev Three linked adventures. Sent to Kislev to help the Tsar, the adventurers content with undead, beastmen, ghosts, hobgoblins, Chaos, strange spirits, and the Kislevites! Also history, culture, religion, and hand-outs such as maps, six pre-generated PCs, etc. $32.95

Werewolf: the Apocalypse

WEREWOLF: The Apocalypse 2nd Edition Second in White Wolf's gothic-punk series. Here the players are werewolves, lupine outcasts who fight to defend their wilderness territory from the forces of the wyrm. Completely revised for the best clarity, with improved combat rules fully useable with previous Storyteller games, and including expanded rules for spirit combat. Provides a deeper look into the Umbra and its many levels, including glimpses of Wraiths. There are also more details on Garou culture, including new rituals and the pictogramic saga of the Garou, from their ancient beginnings to modern times. This is a hardback book. $54.95

Ananasi A Changing Breed book. These eight legged werespiders have no friends, only food. They are children of Weaver, Wyrm and Wyld all in one, predators among predators. Beat vampires at their own game. *Due March.* $32.95

Bastet A Changing Breed book. Now the secrets of the elusive werecats are revealed. This players guide presents expanded rules for running the Bastet as player characters. it also tells their history as they remember it. The Bastet aren't simply man-sized kittens with an attitude problem. They're supernatural creatures with a passion for riddles and a nose for trouble. $29.95

Book of the Weaver Grandmother Spider was born to make order of chaos, to weave patterns where there were none. She was charged to keep the world whole. But she went mad. She caught the Wyrm in her web, and in her madness. Now progress is blind, and science is mad. The garou must sever her strands before she chokes the life from Gaia, but do they know how? $32.95

Book of the Wyrm 2nd Ed Now you can meet the embodiment of the Wyrm itself, its mortal, and not-so-mortal servitors. Has updated information on fomori, Banes, Pentex, and Wyrm controlled cults, and full tribal information on the Black Spiral Dancers, the fallen tribe of the Garou. $32.95

Blood Dimmed Tides World of Darkness. What made you think that the oceans were safe? There are…things down there, that wait quietly for their time. Has rules for taking characters under the seas, a bestiary of underwater antagonists, including the sinister Chulorviah, an alien threat peculiar to the deep trenches of the undersea, and the merfolk and merrow. $32.95

Chronicle of the Black Labyrinth A compilation of Wyrm lore, collected from eye witnesses throughout the ages, and presented in the same format as the Book of Nod. Terrifying Wyrm secrets are revealed here. $19.00

Combat When diplomacy fails...not all conflicts are resolved with politics and manipulation. Survival is a tricky business, and the average denizen of the World of Darkness needs to know a thing or two about fighting. Details on dozens of martial art styles, melee weapons, supernatural powers, firearms, etc. Can be used with an World of Darkness RPG, not just Werewolf. $26.95

Corax Tribebook If you want the dirt, they have it. If you want to know a nasty little secret about your enemy, ask the Corax. This Changing Breed book details the society of wereravens. $25.50

Freak Legion Pentex wants to speed up the process of human evolution. If nature won't do it quickly enough, Pentex will do it instead. Thus, the fomori: sick, corrupt combinations of Banes and humans, superpowered freaks unfit for human society, blessed with deadly powers yet cursed with diseases. $25.50

Guardians of the Caerns Sourcebook of septs and caerns, detailing the sacred places and the Garou communities that guard them. Also an indepth look at those who must grow up as Garou, the Metis. *Due April.* $29.95

Gurahl Tribebook Waking from centuries of slumber, the Gurahl – the werebears – rise again. Some aid the Garou from the shadows. Others exact vengeance on werewolves for ancient slights.Details their four tribes. $32.95

Hengeyokai: Shapeshifters of the East The werecreatures of Asia, their sorcery and tactics, and blood enemies. Info on the spirit world of the east, also the Middle Kingdom and the Beast courts. The weretigers watch the sun descend; the goblin spiders crawl in the shadows; the foxes whistle to one another, and the dragons below the mountains awake. $37.95

Kinfolk: Unsung Heroes Now players can explore what it is to be Kinfolk, the long-suffering mortal relatives of the Garou. Explore the drama of being a human fighting a werewolf's fight. Also has guidelines for creating kinfolk vampires, wraiths, mages, etc. $25.50

Laws of the Wild Why should dead people get all the attention when it comes to live action? The Garou have a little problem with that notion. This is second edition live roleplay Werewolf. Leave your pencils and dice behind because its time to get Wild with the last, best hope this planet has: the Garou. 248 pages. $26.95

Litany of the Tribes Vol 1 A compilation of three Tribe books: Black Furies, Bone Gnawers (A bunch of down and outers, this tribe lives on the street in downtown, but stand up for the hobbos and desolates who live on the streets), & Children of Gaia (who believe the Wyrm cannot be defeated with its own vices), and new material: secret info about these three tribes in the modern and wildwest worlds. $33.95

Litany of the Tribes Vol 2 Combines several out of print books, Fianna, Get of Fenris, and Glass Walkers Tribebook. For Werewolf and Werewolf Wild West. The Garou have a common enemy, the Wyrm, and dissension has made it strong. Now werewolves must unite or they will all be dstroyed, along with our world. $36.95

Litany of the Tribes Vol 3 Combines several out of print books, the Red Talons, Shadow Lords and Silent Striders tribebooks, also with Werewolf: the Wild West. $37.95

Litany of the Tribes Vol 4 Units four previously out of print books, Silver Fangs, Stargazers, Uktena, and Wendigo. *Due February.* $42.50

Midnight Circus A World of Darkness sourcebook. Come and visit Anastagio's carnival and circus, full of all kinds of freaks. Admission is a pittance, and the rides only cost a trifle, at first... $25.50

Mokole Changing Breed book. Details the werecrocodiles society, from the four major tribes that populate the hot places of the world; complete character creation rules, a look at the history of the world by the Memory of Gaia. $36.95

Nuwisha Another Changing Breed book. Spotlights the werecoyotes, the tricksters par excellence of the World of Darkness. Learn their ancient tales, and the secrets they know about the approaching apocalypse. $19.95

Outcasts: Players Guide to Pariahs Clanbook, Tribebook, Tradition Book all in one. The Camarilla, the Garou Nation and the Council of Nine Traditions all have their own scapegoats, the little guys who are always getting kicked around: the Vampire Caitiffs, the Garou Ronin, and Hollow Ones. $25.50

Project Twilight The US Government is not wholly oblivious to the supernatural threats that hide in the World of Darkness. Indeed, a handful of intrepid agents track down and hunt these vampires & werewolves. But as these men and women begin to discover the secrets of their elusive prey, an inevitable question arises: just who are the agents really working for? $21.50

Rage Across Appalachia Deep in the backwoods of the southern Appalachian mountain range, the Garou hold out against the imminent destruction of their homes. Industry invades the mountains with roads and asphalt. But the Garou have teamed up with the native fae and together they resist and fight. $29.95

Rage Across the Heavens The orb of the Wyrm in the heavens (the red star) opens, and madness and blasphemous consummation has come to pass. The Reckoning has come. Details Garou cosmology plus a complete story. $36.95

Rage Across Russia The Garou and their kin have always influenced the history of Russia, from the rise of the empire to the time of the tsars. Then the Revolution came, and the vampires siezed the reins of power. Special - $7.95

Rage Across the World Now you can fight the war of the apocalypse from its earliest days. This book compiles two classics, Caerns: Places of Power, and Rage Across Russia. $32.95

Rage Across the World Vol 2 The War of the Apocalypse rages across the globe as the Wyrm seeks to destroy Gaia. This book includes Rage Across Australia and Dark Alliance: Vancouver. $32.95

Rage Across the World Vol 3 The Garou battle evils to the d eath to bring about a new Golden Age, but can Gaia be saved? Includes two classics: *Rage Across New York*, and *Rage Across the Amazon*. $32.95

Ratkin The ratkin werebeasts boil up out of the sewers, to exact revenge upon the world for past wrongs. They are crazed, paranoid saboteurs with plenty of tricks. With a rat's-eye-view of the history of the world. $36.95

Subsidiaries: A Guide to Pentex Details the structure, products, mission statements and innermost goings-on of six of Pentex's nastiest sub-divisions, including Avalon Toys, Tellus Electronics, Magadon. $32.95

The Silver Record A book of Nod style book that contains tales of the First Times, and the old wars, and the End Times. $27.95

Uktena Tribebook The secretive Uktena have long been the keepers of the Garou's greatest mystic lore, but the knowledge they've earned demands a dark price. $17.95

Umbra: the Velvet Shadow Great adventures await the werewolves in the Umbra, the other world where werewolves often tread. But death also awaits, as the wyrm has infiltrated the Shadow. Details the places, spirits and cosmology of the Garou spirit world with 13 Near Realms, Tribal Homelands, etc. $27.95

Warriors of the Apocalypse Includes Werewolf statistics for nearly all of the Garou found in the Rage cardgame, including backgrounds and personalities; information on the Wyrmspawn too, from fomori to Banes; and stats for famous Werewolf characters such as Lord Albrecht. $25.50

Wendigo Tribebook The last of 13 tribebooks, now you can learn about the purest of the Pure Ones, of how they hunt monsters and drive them into their lairs. Learn the special battle techniques of these fierce warriors. $17.95

Werewolf T-Shirt XL T-Shirt 'Werewolf: the Apocalypse.' $36.95

Werewolf: the Dark Ages The vampire lords worriedly watch the forests below their castles. For great wolves hunt the wild places and pace the roads. Humans by day, but when the moon rises, their hunt begins. Allows players to explore the medieval WOD from the Garou's point of view. Contains everything you need to adapt werewolves to Dark Ages settings. $39.95

Werewolf Chronicles Volume 1 Preserves the earlier, now out of print Werewolf sourcebooks, Rite of Passage and Valkenburg Foundation. $25.50

Werewolf Chronicles Volume 2 Gets back to the roots of Werewolf with two out of print classics, Ways of the Wolf and Monkeywrench! Pentex - a book on the lupus Garou and the wordly embodiment of their enemy, the Wyrm's Pentex. $25.50

Werewolf Dice Includes 9 high-quality 10 sided dice, one Moon dice, and a dice tube. $12.95

Werewolf GM Screen 2nd Edition The GM foldout screen & pad of tables, with adventures to help storytellers get started. $16.95

Werewolf Players Guide 2nd Ed Packed with information on the Garou, their packs, moots, caerns, duels, new options for character creation. Also detailed are the other shapeshifters from the merciless weresharks to the sagacious werecats. Hardcover. $44.95

Werewolf Storytellers Handbook With advise, tips and essays on Storytelling, from creating chronicle to telling mythic stories. Details on garou culture, from the inner strife tearing apart the Garou nation to the seasonal rites of the thirteen tribes. With new antagonists and allies of the Garou, from urban horrors to native American monsters. $29.95

Who's Who Among Werewolves: Garou Saga A 112 page book full of black and white art and poetry belonging to the tradition of epic poetry, which tells about the deeds of warriors or heroes. $19.00

Werewolf: the Wild West

WEREWOLF: THE WILD WEST RPG Like Vampire spawned a historical version, Vampire Dark Ages, now Werewolf has gone back to its past. A hundred years ago there was a different Apocalypse. In the Old West, native Americans struggled to hold onto their traditional lands while invading foreigners thrust their way west. The pure chaos of the Wyld was impaled on the silver spike of the Weaver, and the spirit world was wracked by storms unlike any other. This is a hardcover book. $45.95

Ghost Towns Ghosts don't inhabit only desolate and deserted towns in the Savage West, they're everywhere! How to create haunted locales. $25.50

Laws of the Wild West Live roleplay rules for Werewolf: the Wild West, with the special gits of the West, updated rules for the feasome Storm Umbra, and new systems for gunslinging and staredown. $27.95

Tales from the Trails: Mexico Mexico in the 19th Century. A selection of settlements where outlaws can hide, the supernaturals that stalk the Mexican night, history of Mexico, a lynch mob of antagonists. $27.95

Werewolf: The Wild West Storyteller Screen Durable screen plus secret Storyteller-only stuff printed here so as to stay out of players hands, extra gifts, fetishes, etc. $25.50

Wraith: the Great War

Wraith: The Great War RPG A 224 page hardcover horror roleplaying game, the pre-quel to *Wraith: the Oblivion.* Outside the walls of Stygia, the 4th Great Maelstrom rages. In the skies overhead, ghostly pilots engage in dogfights against shrieking spectres. The gates of the Necropoli slam shut. A traitor works to topple what the Oblivion never could. Civil war is about to strike Stygia, and Charon, the one wraith who can prevent it, is missing. This is an era of innocence newly slaughtered and unimaginable terror unleashed. With rules for ghostly bi-planes, tanks, U-Boats, etc. $48.00

Wraith: the Oblivion

WRAITH: THE OBLIVION RPG 2nd Ed This 292 hardback horror RPG is by White Wolf. Death wasn't the end. Death wasn't the answer. Death was just the beginning. So what do you do? Do you listen to the voice inside your head telling you just to let go? Or do you still fight, still love, still feel the passion that won't let you rest? Oblivion's the easy way out. Life after death is hard. Choose. You have eternity to weight the consequences. This is not a game about death. It is a game about what comes after. $47.50

Charnel Houses of Europe: The Shoah During the Second World War there began to appear in the Shadowlands scores upon scores of wraiths, from the outer realms of Poland and Russia - whole families. 18 year +. $25.50

Dark Kingdom of Jade The Underworld of Asia. $25.50

Dark Kingdom of Jade Adventures Renegades ride a ghost ship across the Sea of Japan, wreaking bloody havoc on Imperial slavers. $25.50

Doomslayers: Into the Labyrinth Take a trip into every wraith's worst nightmare. This book is the complete guide to the Labyrinth. $32.50

Ends of Empire The final book for *Wraith*. All hell breaks loose in the Underworld. The hour of Charon's return is at hand. The armies of the Jade Empire invade Sytgia. The Ferrymen return from self-imposed exile. The Deathlords discover a traitor. The Mnemoi hold the key to Stygia's future.$36.95

Guildbook: Haunters Even among the Restless Dead, there are some who are regarded as just a little...off. $19.95

Guildbook: Masquers Why are the Masquers feared and misunderstood? Because they can changes their faces in an instant, mold weapons... $19.95

Guildbook: Puppeteers & Pardoners The Puppeteers, are intent on sending hordes of Risen across the Shroud. $29.95

Guildbook: Sandmen The Sandmen exist among dreams and bring them to sleeping minds, and also bring nightmares. $19.95

Guildbook: Spooks & Oracles Spooks like to break things, oracles don't. Spooks like violating the laws of the dead, but the oracles don't. $29.95

Hierarchy The Empire of the Dead...the system, the establishment, the powers that be. $19.95

Love Beyond Death Love-in-death is endlessly bittersweet pain. $16.95

Mediums A guide to mediums, those who speak with the dead. Includes rules an tips on these mortal characters. $25.50

Necropolis: Atlanta Full of wraiths who refuse to stop fighting, with 30 of the most influential Restless of the city, background on Atlantis. $25.50

Oblivion For Mind's Eye Theatre. Death used to be the end. Not anymore. Now Oblivion lets you take Mind's Eye Theatre across the shroud into the lands of the Restless Dead. $26.95

Renegades Everything the Deathlords don't want you to know about life on the outside, and the tactical secrets they'd kill for. $31.95

Shadow Players Guide Every wraith has his own personal whisperer in darkness, telling him that it's a very good thing to be bad. They call this voice the Shadow, and every wraith must strive to resist its efforts to drag him down to Oblivion. This Shadow will urge the wraith to untold acts of depravity and evil until he is lost forever in the void. $29.95

The Book of Legions From the soulforged monstrosities of the Machine Corps to the Beggar Lord's terrifying secret, from the Grim Legion's hidden war on the rest of Stygia to the origin of the power of the Unlidded Eye. $29.95

The Sea of Shadow: Storytellers Guide to the Tempest The Sea of Shadow is a lake of cold fire, burning through a wraith's self delusions and setting flame to her Passions. $19.95

Tokyo: World of Darkness You are shen, one of the Middle Kingdom's night people. You walk the shadows of Japan's greatest city in quest of…what? Blood? Breath? Chi? Who is really in charge of the city? Should they be? Also presents the unending struggle of East versus West, wraith against vampire, kindred against Kuei-jin, and technocracy. $27.95

Wraith Dice Includes 10 high-quality 10 sided dice, and a dice tube. $12.95

Wraith Players Guide An essential reference for players and storytellers alike. By expanding the realms of the Restless Dead beyond Stygia to the mysterious Dark Kingdoms, the Wraith Players Guide opens up new possibilities for creative role playing. $29.95

Wraith Storyteller Screen 2nd Ed GM screen, sample Harrowings and storytelling suggestions, introductory chronicle, and additional info. $19.95

Zero

ZERO RPG Eventhough a human, all your life you and your brothers and sisters have lived as part of the Hive. Always, you are in complete harmony with those around you, linked telepathically in a warm fellowship of minds, nutured by the powerful mental presence of Zero, your queen. Then suddenly one day, your contact with the hive consciousness is broken, and you feel alone, an outsider. Your brothers and sisters suddenly ignore you, and then hive cybernetic-soldiers are sent to kill you. Why? What happened to your contented life? Confused, you flee the hive, looking for other outsiders to join. Now you are a "rebel without a clue" so what on Earth will you do? Can you go up against Zero and survive? Can you rejoin the hive? Why were you rejected? Has heaps of stunning full color computer-graphic generated artwork. $42.50

Supernumerary Your Queen has abandoned you, now she wants to kill you, and you don't know why. Now you live in the underground caverns outside the Hive, trying to stay alive. You are alone…or are you? $8.95

Computer Games

Color Code

🟥 New Item Now Available and in Stock

🟩 New Item Not Yet Released

Pre World War II

AGE OF EMPIRES **Microsoft**
A *Red-Alert* style game with a difference - this one is set in the historical ancient world! Command one of twelve mighty ancient civilizations, such as the Egyptians, Greeks, Persians, Assyrians, Hittites, Japanese or Babylonians. Each civilization has unique attributes based upon its history. Gamers choose from numerous technological paths to help lead their civilizations to greatness. From an economic path of farming and craftmanship to a military route of archery and naval warfare - the technology tree is larger than one player could complete in one game. Can have random maps, has a built in scenario editor, play in real time, you can build infantry, warships, chariots, war elephants, archers, etc. Pass from the Stone Age to the Tool Age, Bronze Age and Iron Age. There are a range of single player and multiplayer missions. Damn good fun! *IBM Requires: 2spCD-ROM, Pentium 90, hard disk, 16megRAM, SVGA.* **$50.00**

Age of Empires Gold Edition Includes *Age of Empires* plus the *Rise of Rome* expansion. **$70.00**

The Rise of Rome Official expansion with powerful new units such as Scythed Chariots, Camel Riders, Slingers, Fire Galleys; four new superpowers; new campaigns such as Augustus Caesar versus Cleopatra, four new map types, such as Hill Country, Narrows, Mediterranean. **$30.00**

Prima's Unauthorised Guide to Age of Empires **$30.00**

AGE OF EMPIRES II Age of Kings **Microsoft**
You have 1,000 years to lead your people through the Dark Ages and Middle Ages. Choose the path to greatness, will it be an economic path created out of craftmanship, trade or technology? Or a military route of siege and naval warfare. Includes the Franks, Samurai, Vikings, Mongols, Celts, Byzantines, and others. Historically based campaigns include heroes such as Joan of Arc, William Wallace, Genghis Khan, etc. With a random map generator there are no limits to gameplay. Also has a Map Editor, and supports multiplayer. *IBM Requires: Pen 166, Windows '95, 32mbRAM, 800 x 600 SVGA, 4spCD-ROM.* **IBM - $90.00**

AGE OF SAIL 1775-1820 **TalonSoft**
Delivers an excellent blend of exciting real time 3D perspective naval combat with the pageantry and grandeur of beautifully rendered Sailing vessels from the Tall Ships era. Take command of the greatest sailing ships in history, including the Victory, Constellation, Guerriere, Bonhomme Richard, Vegeance, Saratoga, etc. With a complete campaign game as Britain, Spain, France or USA. A complete scenario editor lets you create instant naval combat to your specifications. You can play head to head via modem or verses the computer. *IBM Requires: 486/66, 8megRAM, Windows 3.1+, SVGA.* **$40.00**

AIDE DE CAMP # 2 **HPS**
At last! We have been asked hundreds of times to get in this wargame design kit. Any and all hex-based wargames can be entered and played on your personal computer using this wargames assistant program. You create the unit symbols and terrain graphics, including the colors you want, you make and edit the map, you determine how combat and movement operates. With three zoom levels, up to 30,000 hexes per map, saved game options, hex numbering, combat and movement replays so you can play by mail, the game rolls the dice for you, etc. You can edit the game at any time, placing the units where you want them. **Note:** you must own the boardgame you are recreating, because this game has only simple movement and combat - with special combat or movement results, you will need to consult the boardgame rules and tell this game what to do. Please note: this product is quite complicated to use. *IBM Requires: SVGA, CD-ROM, hard disk, 486+.* **$90.00**

BATTLEGROUND: ANTIETAM **Talon**
September 17, 1862, Sharpsburg, MD. A spectacularly rendered 3-D panoramic battlefield highlights this struggle, the bloodiest single day in American history. Provides many historical and "what if" scenarios detailing the momentous struggle along the banks of Antietam Creek. Lavish attention to detail, gorgeous 3-D graphics *IBM Requires: 486/33, Win 3.1+, Cd-ROM, 8mbRAM, hard disk.* **$40.00**

BATTLEGROUND: Napoleon in Russia: Borodino Talon
The sixth *Battleground* title. After a series of indecisive battles and steady retreating in front of the advancing French, the Russian Tsar Alexander's army, poised on the outskirts of Moscow itself, turned and faced Napoleon for one final desperate battle. History comes alive as Marshall Kutuzov's Russian infantry doggedly defends the road to Moscow from onslaught after onslaught of Napoleon's massive Grande Armee! Cossacks abound amidst this momentrous struggle. Can you as the French take the Great Reboubt from the Russians early enough to take advantage of it? *IBM Requires: Win 3.1+, 486+, 2spCD-ROM, hard disk, 8mbRAM.* **$30.00**

BATTLEGROUND: BULL RUN TalonSoft
The seventh *Battleground* game. Includes two complete battles. First Battle of Bull Run in July 21st 1861, which found J.E.Johnston's outnumbered Rebels fighting as a desperate delaying action versus the powerful Union army of Irvin McDowell. And the Second Battle of Bull Run in August 28-30, 1862. *IBM Requires: 486/33+, Win 3.1+, hard disk, 2spCD-ROM, 8mbRAM.* **$30.00**

BATTLEGROUND: CHICKAMAUGA TalonSoft
The ninth game in the series, this one featuring an all new 32-bit game engine. This game deals with the epic "western threatre" Civil War battles at Murfreesboro in late December 1862 through early January 1863 and Chickamauga in September 1863. During both of these bloody battles, the Union's Army of Cumberland was commanded by Major General William Rosecrans. He won the first battle, but lost the second. With a scenario editor, variable command control, historically accurate battle maps. *IBM Requires: Windows '95, Pen 75, 4spCD-ROM, 16mbRAM, 16bitSVGA.* **IBM - $40.00**

BATTLEGROUND: SHILOH TalonSoft
The fourth game in the series which spectacularly recreates the battlefield of this momentous and bloody struggle, which saw the beginning of the end for the Confederate States of America. *IBM Requires: 486/33, Wind, CD-ROM.* **IBM - $30.00**

BATTLEGROUND: Prelude to Waterloo **Talon**
Battleground 8. Delivers both battles of Ligny and Quatre-Bras in the days preceeding the epic struggle at Waterloo. Can you lead Napoleon's French forces to victory at Ligny and Quatre-Bras effectively splitting the Anglo-Allied Armies to continue the conquest of his empire, or help the British and Prussian armies defeat L'Empeurer and prevent his advance to Waterloo effectively ending his tyranny of Europe. Features several "What if" scenarios. *IBM Requires: Win 3.1+, 486/33+, 8mbRAM, hard disk, SVGA, 2spCD-ROM.* **$30.00**

BRAVEHEART Eidos
Based on the movie with Mel Gibson. A game of epic proportions, combining real-time strategy with 3D action to place you as a clan leader in 13th century Scotland. Compete for the loyalty of William Wallace, Robert the Bruce, and other Scottish heroes. With 3D tactical combat, trade, diplomacy and resource management, night and day battles, you can fight man-to-man or at army level. Includes film footage. *IBM Requires: Pen 233, 32mbRAM, 4spCD-ROM, Windows '95.* **IBM - $50.00**

CAESAR II Impressions
As governor of a province of the Roman Empire you must build cities and rule wisely. Fortify your creations, keep the plebes happy with bathes and entertainment and watch your defenses carefully. Should they fail, you can lead your legions to crush the hostile barbarians. Success will lead to promotion, and your cities will expand to fill your province. Govern well and rise to become Caesar! In the league of Civilization, including city building in the first century AD, more than 20 types of buildings to construct, fight barbarians in simple combat, or link the game with COHORT II, a sophisticated economic model, etc. *IBM Requires 486/66, 8mbRAM, SVGA, Win'95, 2spCD-ROM* **IBM - $20.00**

CAESAR III Impressions
As a provincial governor charged with spreading the glory of Rome, your mission is clear: build cities, foster trade and industry, and make money. Make a career out of pleasing the emperor, battle barbarians and repel the Carthaginians. You may even be crowned as Caesar. Build, rule and defend on the one screen, no more switching between city, province and battle screens. Use the city construction kit to build the perfect city, talk to your civilians, appease 5 gods, etc. Looks great! *IBM Requires: Pen 90, 16mbRAM, Windows '95, 4spCD-ROM, hard disk, SVGA.* **IBM - $50.00**

CIVILIZATION Microprose
This is the classic game of leading your chosen ancient civilization through the corridors of time, from 4000BC to 2100 AD. You develop cities and technology, trying to build a nation that will stand the test of time. You must build armies to defend, and explore the world. *IBM requires: 486/25, CD-ROM, 4megRAM.* **$15.00**

Civilization Strategies & Secrets Hint Book. **$30.00**

CIVILIZATION II **MIC**
This game of building a civilization and guiding it through 6,000 years of history has just been rewritten as a second edition. Features stunning new 3D graphics for world detail, and 3D cities in full color; there are heaps of new troop types and weapons such as elephants, archers, stealth fighters and bombers, AEGIS cruisers; there are more technologies to develop; diplomacy is expanded and improved; there is a new map editor, full motion video of Wonders of the World; and there are now pre-set scenarios that let you take control of civilizations already developed, such as Ancient Rome, or a nation in WW2. *IBM Requires: 486DX/33+, Windows 3.1+, 8mbRAM, SVGA, CDROM, mouse, hard disk.* **Playstation $90.00** **IBM - $30.00**

Civilization II Classic Collection Has Civilization II, Civ II Multiplayer, Conflicts in Civilization & Fantastic Worlds **$70.00**

Civilization II Multiplayer Has the complete Civilization II, but with multiplayer capabilties: compete with six other human and AI players on the Internet, LAN, Modem and Hot-Seat. *Requires Pentium, 16mbRAM, 2spCD-ROM, Windows '95, SVGA.* **$45.00**

Civilization II Complete Guide to Scenario Building A huge book plus CD-ROM to help you design & build yoru own scenarios. **$27.00**

Civilization II Test of Time Actually three games in one. Contains the extended original game of Civilization II, starting in 4020 BC and continuing on until the colonization of a system. Also The World of Midgard, which is a fantasy game based on mythical characters such as elves, and allows you to play on four vast, linked maps, being Terran, Under Water, Under Ground, Sky; and The Universe of Lalande 21,185 AD. A sci-fi game set in the future, including four linked maps, Terran, the Moon Planet, Gas Giant and the Space Platform. *IBM Requires: Pen166, 16mbRAM, 4spCD-ROM, 2mbSVGA, Windows '95.* **IBM - $90.00**

CIVILIZATION III Call to Power Activision
Build an empire to span history from primitive beginnings into the sci-fi future of 3000 AD. Lead a turn-based conquest in which every strategy devised, technology discovered and war waged has repercussions on your future world. Exploration, discovery, research, technology and Wonders of the World are your tools as a global leader. Make every social, economic and diplomatic decision. Over 65 beautiful units, 4000BC – 3000AD, 90 technological advances. Use economic attacks, propaganda, biological terrorism. You can even build underwater cities and orbital space colonies. *IBM Requires: Pen 133, 32mbRAM, 16bitSVGA, 4spCD-ROM, Windows '95.* **IBM - $80.00**

Civilization III Call to Power Official Strategy Guide **$30.00**

CORSAIRS Gold Microids
The days of sailing pirate ships come alive with this game as you plunge into a world of adventure and freedom, the thirst for gold, thundering cannons and savage pirate attacks. In this highly realistic environment with a true historical context you will be able to accomplish numerous missions during which you can choose from various quests; experience a true pirate attack simulation; command every aspect of your nation's fleet; sail authentically modelled ships on authentic maps; discover islands on which to hide your booty while searching other islands for hidden treasure. *IBM Requires: Pen 133, Windows '95, 16mbRAM, SVGA, 4spCD-ROM.* **IBM - $70.00**

CUTTHROATS Eidos
Raid, pillage and plunder your way to infamy on the bounty-laden seas of the 17th century Caribbean. Work your way up from a small trading vessel to a galleon bristling with cannons. With sophisticated real-time strategy, experience the freedom of over 6 million square miles of the Caribbean, explore (and loot) over 70 ports, over 300 settlement Governors with different personalities, realistic sea and land battles including complex amphibious assaults. *IBM Requires: Pen 166, 32mbRAM, 2mbSVGA.* **$80.00**

DIPLOMACY Avalon Hill Hasbro
The all-time favorite boardgame now a computer game by Hasbro. A game for seven players at the beginning of the 20th Century, resulting in the First World War. Unlike the seven player minimum of the boardgame, you can play on your own or in small groups with the computer's AI controlling the rest of the nations. Plan your moves in advance using the game's printable map sheets; features ten of the most popular Diplomacy game types including 1897, 1898, Anarchy, Blind, Missing Man, Milan and Spies. Up to 7 players via Internet, Modem, Serial Link or Hotseat. *IBM Requires: Windows '95, Pen MMX 166, 8spCD-ROM, 32mbRAM, 2mbSVGA.* **IBM - $90.00**

GANGSTERS Eidos
Set in a Chicago-like town in the 1920's prohibition period, Gangsters is the strategy game where crime pays. From extortion to intimidation to street execution or all-out bloody gang warfare. Playing in a vast city filled with over 5,000 individual characters, combines real-time action in a highly detailed 3D semi-topdown view with easy-to-use strategy planning interface. Features a 1,000 block city, 100 gangsters work for you, break the law with complete immunity. *IBM Requires: Pen 133, 16mbRAM, Windows '95, 4spCD, 2mbSVGA.* **IBM - $75.00**

GREAT BATTLES OF ALEXANDER **Inter**
GMT's famous boardgame is now a computer game. Take command of the legendary armies of Macedon, Conquer the rebellious Greeks, crush the defiant Persians, capture the crowns of kings and pharaohs to earn the most exalted title of all: Alexander the Great. Or, you can take the role of Darius, Mennon, Clitus, etc. There are ten different battles, which also link as a campaign. *IBM Requires: Win'95, 486/100, 16mbRAM, SVGA card, 2spCD-ROM, hard disk.* **$15.00**

GREAT BATTLES OF HANNIBAL **Inter**
GMT's famous boardgame system is now a computer game that recreates the wars between Carthage and Rome. Covers all of Hannibal's major campaigns and battles, from Spain to the gates of Rome. There are eleven different battles, which also link as a campaign. Also has a free placement mode, which gives you the ability to modify forces under your control for a "what if" scenario. With 3D, real, detailed units. *IBM Requires: Win'95, Pentium 90, 16mbRAM, SVGA card, 2spCD-ROM, hard disk.* **$15**

GREAT BATTLES OF CAESAR InteractiveMagic
GMT's famous boardgame system is now a computer game that recreates the wars of Julius Caesar. As Caesar you can cross the Rubicon and lead your troops to Rome and the supreme power. Or as Pompey, Marius, Sulla, you might just defeat mighty Caesar and rewrite the history books. Covers Caesar's civil war campaign including Caesar against Pompey at Dyrrhachium in 48BC, Marius against the Cimbri in 101 BC, Chaeronea 86 BC, Munda 45BC between Caesar and Pompey, Thapsus 46 BC, the Last Elephant Battle. *IBM Requires: Win'95, Pen 90, 16mbRAM, 2spCD-ROM.* **IBM - $30**

IMPERIALISM II FrogCity
The New World unfolds before you. Your objective is to skillfully parlay discovery into riches and amass enough power to dominate Europe's political landscape. Combining elements of resource management, economic trade, exploration, diplomacy, and military conquest. With 40 military and civilian units and 100 technologies from 1500s – 1800s. Advanced AI, great hi-res graphics. The interface is user friendly and easy for first-time players to get into the game. *IBM Requires: Windows '95, Pen 133, 16mbRAM, 4spCD-ROM, 800x600 16 bit color SVGA* **MAC or IBM - $50.00**

LORDS OF THE REALM II **Sierra**
Propels you into the epic conflicts and intrepid life of thirteenth century England. As one of five nobles, you manage crops, build weapons, construct a castle and raise any army to conquer neighbouring realms before they conquer you. Fight your way to the throne. With up to four computer rivals, a steward can handle country management while you concentrate on commanding real-time battles and sieges. *IBM Requires: Windows '95, 486/66, 8bmRAM, 2spCD-ROM.* **IBM - $20.00**

LORDS ROYAL COLLECTION **Sierra**
Contains three complete games: *Lords of the Realm I, Lords of the Realm II,* and *Lords of the Realm II Siege Pack. IBM Requires 486/66, 8mbRAM, hard disk, CD-ROM, SVGA.* **$80.00**

MAN OF WAR II Chains of Command StrategyFirst
Explosive real-time naval combat set during the Age of Sail. Take command as a Fleet Admiral, Division Commander, or Ship's Captain and face the fury of a broadside, the terror of a boarding action – all from the real-time first person perspective. Take command of your ship by managing crew assignments, targeting enemy vessels; create your own character and his background; custom game conditions such as rate of cannon fire; enlist in two campaigns and over 20 historical scenarios including Trafalgar; supports multiplayer over LAN/Internet. *IBM Requires: Pen 120, 16mbRAM, 4spCD-ROM, SVGA.* **IBM - $80.00**

MEDIEVAL HPS
A tactical game of medieval warfare. Units are 25 men and are rated for morale, which plays a very big part – you can't fight to the last man; fatigue, formation, armor, defense, and weapon type. Formations are columns, squares, line, skirmish and shield wall. Leaders can rally disrupted or routed troops and can enhance units within their command range. Includes a scenario and symbol editor, has close up and overview views of the battlefield, battles include Clontarf, Hastings, Stirling Bridge, Falkirk, Crecy, Robin Hood. 800x600 16 Bit Color. *IBM Requires: Windows '95, 133 Pen, 16mbRAM, 4spCD-ROM, SVGA.* **IBM - $75.00**

NORTH vs SOUTH Interactive
In the style of *Great Battles of Alexander*. You take command of either Lee's Southern army of McClellan's Yankee army. Whether fighting the eastern campaigns at Antietam, Bull Run, or Gettysburg you call the shots, commanding your army through a ground breaking dynamic campaign system that reacts intelligently to your successes and failures. With ten campaign/scenarios and the grand campaign, great unit and combat animations. *IBM Requires: Pen 150, 16mbRAM, 2spCD, SVGA, hard disk, Windows '95.* **IBM - $30.00**

RED BARON 3D Dynamix
Dynamix's Red Baron computer game returns re-done as a stunning 3D flight sim. With an exclusive transparent cockpit for easy viewing of target areas. New 3D graphic acceleration creates a world stunningly real. Also features new & improved flight models, you can customize the paint scheme on your aircraft. You can fly 22 different aircraft. *IBM Requires: Pen 133, 32mbRAM, 2spCD-ROM, SVGA, 3Dfx card recommended.* **IBM - $70.00**

RED BARON II Sierra
User definable difficulty levels, fly single missions or campaigns from 1916 – 1918. Over 40 unique aircraft with 22 flyable planes. Also a mission builder, a great AI system that recreates the skills, tactics and personalities of historical and non-historical pilots. No two missions are ever the same. *IBM Requires: Pen 133, Windows '95, 4spCD-ROM, SVGA, 16mbRAM.* **IBM - $20.00**

SEVEN KINGDOMS Ancient Adversaries Imagic
The ultimate real-time game of empire building is back and better than ever. Lead any of ten emerging civilizations to glory through trade, diplomacy, espionage and conquest. This new version improves on the original with new terrain, new nationalities, new gods, new scenarios, new enhancements. Fantastic monsters and Great Beings include the Indians' Djinni, Egyptians' Isis, etc. You can pause the game to issue orders, manage tactical combat, an assess status. *IBM Requires: Windows '95, Pen 90, 16mbRAM, SVGA, 4spCD-ROM.* **IBM - $75.00**

SHOGUN: TOTAL WAR EA
Real-time strategic warfare in 16th Century Japan – thousands of Samurai clash across spectacular battlefields as rival warlords battle to become Shogun. Control all aspects of the war: politics, planning, and the battles themselves. With an amazing 3D engine that gives stunning tactical battles with up to 5000 troops on screen, with rolling landscapes, woods, rivers, etc; authentic Japanese setting, etc. *IBM Requires: Pen 166, 32mbRAM, 4spCD-ROM, Windows '95. Due Feb.* **IBM - $90.00**

STRATEGO Hasbro
A classic boardgame now released as a computer game. Strategically position your men. Send out your scouts to discover your enemy's manpower. Use the skill of your miners to disarm enemy bombs. Battle begins! Battle it out with classic Strategic rules or Ultimate Stratego rules. Compete against up to 3 human or computer players. Wage war over LAN, modem or internet. View superbly rendered 3D battles. *IBM Requires: Windows '95, Pen 100, 16mbRAM, 4spCD-ROM, SVGA, hard disk.* **IBM - $50.00**

THE SETTLERS III BlueByte
A compulsive and addictive real-time strategic simulation of tactics, prosperity, combat and growth where you control a civilization such as Romans or Egyptians. Manage your resources carefully, build your settlements and trade. With complete new 3D graphics, 150 unique characters, 110 different buildings, 30 different trades such as hunters, fishermen, miners; erect fortresses and towers and lead archers, swordsmen and spearmen in battles; start with an easy to learn training mission, etc! *IBM Requires: Pen 100, 32mbRAM, 2mbSVGA, 4spCD-ROM, Windows '95.* **IBM - $75.00**

TIDES OF WAR Devil's
Master the Seven Seas and command your own warship. 18th Century English-style battleships and frigates and Spanish-style dreadnaughts and cutters. Even down to Viking longboats, Phoenician raiding galleons, native war canoes! A real-time 3D maritime strategy-adventure game of exploration, resource management and combat. 50 ship types, huge worlds to explore, 70 missions, different types of missions, etc. *IBM Requires: Pen 120, 16mbRAM, 16bitSVGA, 4spCD-ROM, Windows '95.* **IBM - $50.00**

ULTIMATE STRATEGY ARCHIVES Interplay
Includes the following complete games: Sid Meier's Civilization, Sid Meier's Railroad Tycoon Deluxe, X-COM UFO Defense, Heroes of Might & Magic, Conquest of the New World Deluxe, Jagged Alliance: Deadly Games, MAX and Dark Colony. *IBM Requires: Pen 90. 16mbRAM, SVGA, 4spCD.* **IBM - $70.00**

WARBIRDS Dawn of Aces Interactive
3D accelerated WWI aerial combat. Features offline training to hone your flight and gunnery skills, free head-to-head via modem, serial or internet; legendary WWI planes including Fokker Dr1, Spad VII, Sopwith Camel, Albatross, etc; both 3D accelerated and non-3D accelerated available in the same online arenas, multiple online arenas, each supporting hundreds of players simultaneously. *IBM Requires: Windows '95, 1024x768 SVGA, Pen 133, 32mbRAM.* **IBM - $30.00**

World War II

ACES **Sierra**
A compilation of six of histories great battle simulators. Includes *Red Baron*, WWI aircombat, *Aces over Europe*, during WWII, *Aces of the Deep*, commanding a sub in WWII, *Aces of the Pacific*, WWII Pacific Theature aircombat, *A-10 Tank Killer*, modern flight simulator, *A-10 Tank Killer II*, more modern flight combat. *IBM Requires: 486/66, 8mbRAM, SVGA, 2spCD-ROM, hard disk.* **$50.00**

ARMY MEN II 3DO
This sequel takes the plastic toy soldiers into the kitchen, bedroom, front yard, and garage. With crazy new weapons such as the magnifying glass, spray cans; new obstacles such as hot stove jets; improved computer AI, etc. *IBM Requires: Windows '95, Pen 90, 16mbRAM, 4spCD-ROM, 1mbSVGA.* **IBM - $30.00**

BATTLE COLLECTION **SSI**
Includes Steel Panthers III, Panzer General I, SU-27 and Silent Hunter I. *IBM Requires: Pen 90, 16mbRAM, 1mbSVGA, 4spCD-ROM.* **IBM - $50.00**

BATTLE OF BRITAIN Talonsoft
Gary Grigsby and Keith Brors have teamed up to deliver this revolutionary new strategy wargame. Set in 1940-41, over the skies of Britain. With a unique blend of real-time and phase-based action; command either side; over 5,000 historical pilots are represented, a hypothetical 1941 German strategic bombing campaign is included; you can play by e-mail! *IBM Requires: Pen 133, 32mbRAM, 16bitSVGA.* **IBM - $75.00**

AXIS & ALLIES Hasbro
One of the most anticipated computer game releases this year – the magnificent Axis & Allies boardgame has now been released as a faithful computer game. The year is 1942 and the world is at war. You are a powerful leader struggling for supremacy. Features classic game-play plus new rule variations exclusive to this game. Play against Montgomery, Eisenhower and Yamamoto. Has a basic training tutorial. Up to 5 humans or computer players can play on the one computer or over a network. "Time machine" feature allows players to review previous moves and analyse enemy strategies and offensives. With great graphics taken straight from the board game. *IBM Requires: Windows '95, Pen 133, 16mbRAM, hard disk, SVGA, 1mbVideo Card.* **IBM - $75.00**

CLOSE COMBAT Trilogy Microsoft
Includes Close Combat 1, Close Combat 2, and Close Combat 3. *IBM Requires: Pen 133, 32mbRAM, SVGA 800x600.* **IBM - $75.00**

CLOSE COMBAT 2.0 A Bridge Too Far Microsoft
Advanced Squad Leader for your computer! A real-time, historically accurate World

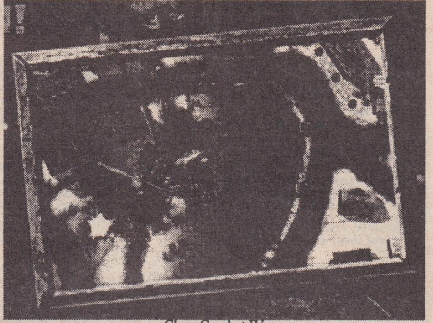
War II strategy game that puts you in command of either the Allied or Axis forces during the epic Operation Market Garden battle in German controlled Holland. Includes a Battlemaker, which lets you make your own scenarios, adds a new strategic layer to challenge players to out-think their opponents in the war room, true line of sight and line of fire replicates fog of war; limited amounts of ammo, dynamic deployment allows you to retain ground captured or be pushed back and forward across the same battle maps; etc. More than 130 infantry and vehicle troop types. *IBM Requires: Win'95, 16mbRAM, SVGA, 4spCD-ROM, Pentium 90.* **IBM - $30.00**

CLOSE COMBAT III The Russian Front
Microsoft

A real-time strategy game set in WWII featuring unequalled detail, realism and scope. Play as either the Soviets or Germans. Command the same men throughout the entire four-year campaign, from the German invasion in 1941 to Berlin in 1945. Over 300 specialised squads, 100 weapons, 60 soldier types, 80 vehicles and AT guns. Includes rocket launchers, off-board artillery; you can rest, refit and upgrade your squads between battles; create your own "what-if" scenarios with the enhanced Scenario Editor. Craft single or multi-map battles. *IBM Requires: Pen 133, 32mbRAM, Windows '95, 800x600 SVGA, 4spCD-ROM.* **IBM - $50.00**

CLOSE COMBAT IV Battle of the Bulge
Microsoft

Advanced Squad Leader for your computer! A real-time, historically accurate World War II strategy game that puts you in command of either the Allied or Axis forces during the epic Battle of the Bulge in 1944. Has sneak attacks, spies, saboteurs; new campaign system allows movement of multiple battle groups on a strategic map of the Ardennes; units may enter from different points on a battlemap based on their strategic movement; you can create your own Bulge campaigns; two player can be via serial-cable, IPX or internet. *IBM Requires: Pen 200, 32mbRAM, 4spCD-ROM, 4mbSVGA, Windows '95.* **IBM - $75.00**



Close Combat IV

COMMANDOS Behind Enemy Lines
Eidos

A real-time tactics game set in WWII that puts you in command of a small squad of elite troopers. Send them behind enemy lines on a series of hazardous missions, and bring them back alive. Study the enemy's movements, develop a careful plan, synchronise your men, and launch them on a swift and fierce attack using all your power and skill. With stunning 3D graphics of German trains, tanks, battleships, aircraft, bridges, etc (more than 350 altogether!) 26 missions, each totally unique. The Germans have over 40 different vehicles and troop types. *IBM Requires: Pen 100, 16mbRAM, 4spCD-ROM, Win'95, SVGA.* **IBM - $50.00**

COMMANDOES Beyond the Call of Duty Playable with the above or by itself. Has eight new, dangerous missions, also new vehicles, buildings, weapons, two difficulty levels, kidnap German soldiers, destroy train-mounted artillery, two new characters including a female member of the Dutch resistance. **IBM - $30.00**

COMPUTER EASTFRONT
Columbia

Not to be confused with the computer game *East Front*. This product allows you to play the award winning Columbia board wargame *Eastfront* on your PC. This product tracks headquarters, movement, terrain, production and all other elements of the boardgame so that you can concentrate on strategy. However, it has not computer AI, so you must either play solitaire against yourself, or play head-to-head on the one machine, or via modem, or even e-mail. *IBM Requires: Pen, 8bmRAM, Windows '95.* **IBM - $70.00**

EAST FRONT
Talonsoft

Featuring absolutely stunning graphics in this game of the war on the Eastern Front. Clash the Russian T-34s against the German armor at Kursk. Drive in Stalingrad and claim the factories for Germany. It's all there for you to command from 1941 to Berlin in 1945. This fast paced platoon-level game of tactical combat in Russia starts you out as a company commander, with promotions if you do well. You can play either the campaign or individual scenarios. There are 300 different types of platoons and you can design your own scenarios. The game looks and feels like a miniatures' game. *IBM Requires: Pentium, 8mbRAM, SVGA, 2spCD-ROM, Win'95.* **IBM - $50.00**

EAST FRONT CAMPAIGN CD 1 Add six new nationalities: Poland, Hungary, Finland, Slovakia, Italy, & Romania. Seven new campaigns, set in Poland, Finland, Rommania and Russia. Has fifty new battles including Kharkov and the Siege of Odessa. **IBM - $30.00**

WEST FRONT
Talonsoft

Featuring absolutely stunning graphics in this game of the war on the Western Front. It is all there for you to command on the Western front, from 1940 France to Berlin 1945. Has campaigns plus individual scenarios, a full features scenario editor, new terrain features such as Normandy Bocage, African desert, picturesque Europe. Also parachute drops, glider landings, amphibious landings, naval gunfire. Over 500 new equipment and unit types, etc. *IBM Requires: Windows '95, 16mbRAM, 4spCD-ROM, Pentium 133, 16bit SVGA, hard disk.* **IBM - $50.00**

EAST FRONT II
Talonsoft

Featuring absolutely stunning graphics, this all new version takes us back to the Eastern Front in WWII. This is a platoon level game, and you can play as German, Russian, Italian, Polish, Finn, or Hungarian. Has historical and hypothetical scenarios and campaigns, 150 in total, 50 of which are new, hundreds of new 3D icons including snow camoflage and new terrain types. *IBM Requires: Pen 133, 4spCD-ROM, 32mbRAM, 16bitSVGA, Windows '95.* **IBM - $75.00**

EUROPEAN AIR WAR
Microprose

The most stunning WWII flight sim I have seen. Take to the skies over Europe during the most dangerous days of WWII. Pilot 20 authentic fighter aircraft from America, Britain and Germany. Defend the skies over England in 1940 from waves of German bombers, fight off attacking Messerschmitts as you escort B-17s on critical bombing runs, and engage in dogfights over France. With a Quick Start mode for instant dogfighting, single missions, dynamic campaigns, pilot careers. Multiplayer via direct connection, modem or network. Aircraft include P-51s, Spitfires, Hurricanes, Bf-109s, Fw-190s, etc. *IBM requires: Win '95, Pentium 133 with 3Dfx or Pen 166, 32mb RAM, 4spCD, hard disk.* **IBM - $75.00**

FIGHTER SQUADRON Over Europe
SSI

A combat flight simulator of the air war over Europe during the last years of World II. With realistic flight and damage models. Engines get knocked out, parts are shot off and torn fuselage flutters in the wind. With native 3Dfx support, stunning cockpits, great texture-mapped terrain. Pilot the Me-262, P-38 Lightning, B-17G Flying Fortress, Mosquito, P-51D, Fw-190, Ju-88, Lancaster, Spitfire and Typhoon. Fly solo or multiplayer via LAN or the internet. With 90 missions in 30 scenarios. You can even switch planes in a squadron mid-dogfight. Also has a mission editor. *IBM Requires: Pen II 266, 2mb16-bit SVGA, 32mbRAM, Windows '95, 4spCD-ROM.* **IBM - $75.00**

FIGHTING STEEL WWII Naval Combat
SSI

World War II naval combat from 1939-42, including the British, German, American and Japanese fleets, all rendered in stunning 3D. With historical scenarios, campaigns, computer generated scenarios, and scenario editor. Control divisions, fleets, or single ships in real-time action. Over 90 ship classes, realistic 3D battle damaged sustained by ships, etc. *IBM Requires: 4spCD-ROM, Pen 133, 32mbRAM, 2mbSVGA, hard disk. Due July.* **IBM - $50.00**

HIDDEN & DANGEROUS
Talonsoft

The year is 1941. Your four man squad has been shot down deep inside German occupied territory. With an immersive story through 23 missions and 3 campaigns. Play in either 3rd of 1st person. An overhead map lets you synchronise split second manoeuvres. Enemies hear, see and chase you. Take control of WWII vehicles, including a German tank. 40 different types of troopers to choose from. *IBM Requires: Windows '95, Pen 166, 3Dfx, 16mbRAM, 4spCD-ROM.* **IBM - $80.00**

JANE'S WWII FIGHTERS
Janes

Fly seven famous WW2 fighters, being the Mustang, Thunderbolt, Lightning, Spitfire, Bf 109-G, Fw 190A-8 and Me262A1.Takes full advantage of today's 3D technology. Fully operating 3D cockpits, clouds, smoke, fire, bullet holes, muzzle flashes. Fierce dogfighting, swarms of aircraft, desperate radio chatter. You can play a full campaign as Axis or Allies, plus 35 single missions, a full mission editor, multiplayer for up to 8 via LAN or internet. With no radar or missiles, its easy to learn how to fly these planes, but has tutorial missions on each aircraft anyway. *IBM Requires: Win, Pen 200, 32mbRAM, 3Dfx, 6spCD.* **IBM - $75.00**

LUFTWAFFE COMMANDER
SSI

A WW2 flight simulator. Return to a time when the deadly Me-109 ruled the sky. Here you can fly ten aircraft, including the Me-109, Me-262, I-16, P-39, Spitfire, P-51, etc. Terrorize Allied or Axis forces in five combat areas, Spain, France, Great Britain, Russia, Germany, with over 500,000 square miles of terrain. Choose from 2 flight modes, *Iron Cross* challenges less experienced pilots, while *Knight's Cross* provides a WW2 air combat simulation of uncompromising accuracy. Each of the ten aircraft you fly has detail interiors, 50 single player missions, you can custom build air combat scenarios, modem and serial play. *IBM Requires: Pen 166, 32mbRAM, 8spCD-ROM, 3D accelerator card wityh 4mbRAM, Windows '95.* **IBM - $50.00**

Microsoft Combat Flight Simulator WW2 Europe

Combines flight simulator realism with air combat excitement. Uses the same detailed attention to airplane physics and instrumentation as the award-winning Microsoft Flight Simulator.With stunning cockpit and world detail, fly over Big Ben as you dogfight over London. Choose from eight historic fighters including the Spitfire, P-51 Mustang and Me-109. Take advantage of accelerated graphics. Adjustable skill levels. *IBM Requires: Pen 133, 16mbRAM, Windows '95, 16bit SVGA, optional 3D graphics accelerator.* **IBM - $90.00**

NATIONS Fighter Command
Psygnosis

World War II dogfighting. Play as Britain, Germany or the US, with three game modes including historically accurate campaigns or instant war scenarios that push you to the limits. Choose from 16 WWII fighter aircraft, highly accurate flight physics, includes WWII database and period film footage, incredible lightning and weather effects, virtual cockpits, single or multiplayer. *IBM Requires: Pen 233, 32mbRAM, 4mb3D.* **$85.00**

PACIFIC GENERAL
SSI

Using the popular *Panzer General* system, but featuring a newly created naval combat model for high-seas realism. Engage in naval combat, including island hopping land battles, with the same exquisite playability as land combat. Campaigns and scenarios are playable as Japanese or American forces – imagine landing in San Francisco as the victorious Japanese! Also authentic war footage, a comprehensive scenario editor, battle generator and you can play head-to-head via modem or network. *IBM Requires: Pen 90, Windows '95, 16mbRAM, SVGA, 4spCD-ROM.* **IBM – $30.00**

PANTHERS IN THE SHADOWS
HPS

Re-creates World War Two combat on the Western Front from 1939-45, including North Africa and Europe, set on a platoon/section scale. With 1 minute turns, over 1,500 weapons systems and 500 different guns, authentic round penetrations based on muzzle velocity, size, mass, density, target's armor thickness at location hit, and angle of armor. Also all the major round such as AP, APC, APDS, HE, HEAT, APHE, etc. There's no point trying to defeat the "game-system", because the game recreates history faithfully - only real-life tactics will succeed. 5 historical scenarios plus complete scenario editor. *IBM Requires: VGA, hard disk, 3.5"FDD.* **$75.00**

Two other HPS Games are Broken Alliance and Dragons in the Mist **$40 each**

PANZER ELITE
Psygnosis

A stunning game of 3D WWII tank combat. Set in North Africa, Sicily, Italy and Normandy. Play as German or American platoon commander and experience strategic and tactical tank warfare. Game modes include instant skirmish scenarios or full campaigns. Technology is updated as you progress through the campaign. Choose from 23 tanks, use terrain to your advantage, AI controlled infantry, artillery and AT guns, platoon crews gain experience over time, single or multiplayer. *IBM Requires: Pen 233 MMX, 32mbRAM, 4mb3Daccel, 4spCD-ROM.* **IBM - $50.00**

PANZER GENERAL
SSI

A strategy game. The game starts in 1939 with you as a German general in Poland. If you win, you can advance to the next front, still commanding your newly experienced troops. Continue to lead well and those inexperienced units from Poland could turn into an overwhelming force plowing through Norway, Belgium, France, North Africa, and the Eastern Front. And you can also invade England, and the USA in 1945. As well as this progressive campaign game, there are 35 scenarios which can be played Allied or Axis. *IBM Requires: CD-ROM, 4mb RAM, 386DX33+.* **IBM - $15.00**

PANZER GENERAL II
SSI

At last it is here - and being played by several of our staff! More than just a sequel, this game is an entire generation beyond anything yet seen in strategy games. Witness the Living Battlefield, a new standard for strategy game artwork, with photo quality tanks, guns, buildings, mountains, roads, etc. With thirty painstakingly crafted battlefields that are faithful to the real ones in WW2. Game play is fantastic, with the campaign starting in Spain, and going onto the Eastern, African and Western Fronts. Includes 12 multiplayer scenarios, and you can design your own scenarios. Thoroughly recommended. *IBM Requires: Pentium 90+, 16mbRAM, 1mb SVGA, hard disk, 4spCD-ROM.* **$20.00**

PANZER GENERAL - 3D Assault.
SSI

A realistic look-and-feel unprecedented in strategy gaming. Position weapons and troops on an all new 3D battlefield which exhibits realistic lightning and weather effects. Also has a new, simple and addictive game system. You assign leaders to units based on their special skills and experience. The new action combat system allows leaders to give multiple commands in each turn. Eight campaigns on the Western Front including France 1940, Africa, and D-Day onwards. 4 player multiplayer. *IBM Requires: Windows '95, Pen II 233, 8bm3Dcard, 64mbRAM, 8spCD.* **IBM - $50.00**

Panzer General 3 Official Strategy Guide **$45.00**

SILENT HUNTER II *Due March*
SSI

A WWII U-Boat combat simulator, re-creating the battles in the Atlantic between U-boats and British and American convoys. With beautiful 3D graphics of ships and aircraft, superior AI, new wolfpack action, enhanced campaign game, real-time weather and ocean effects, advanced scenario and patrol editor, multiple difficulty levels, etc. *IBM Requires: Pen 266, 24spCD, 64mbRAM, 8mb3Daccel.* **IBM - $50.00**

SMOLENSK TO MOSCOW
Schwerpunkt

A wargamers' wargame on computer, without any "frilly" stuff! Covers the primary battles between Germany and Russian during WWII from 1941 to 1943 in the area between Smolensk and Moscow. With 9 scenarios, scenario editor, computer opponents, optional rules, over 250 units. A low complexity game with 8 optional rules. *IBM Requires: 486/100, SVGA.* **IBM - $50.00**

STORM IN THE WEST
Schwerpunkt

A wargamers' wargame on computer, without any "frilly" stuff! With six scenarios set on the Western Front in WW2, including 1940 France, 1944 France and 1945 Germany, and an editor for those "what if" scenarios you want to create. Features hex based maps, supply restrictions, fog of war, Allied politics, Germany early jet technology, operational level units, zoom in and out on the map, 200 ground and air units, maps of France, Low Countries and Germany, basic and advanced game, optional rules, for one to two players. *IBM Requires: 386, 3.5" 1.44mb FDD, 1mbRAM, SVGA graphics, hard disk.* **$50.00**

LENINGRAD Version 2.0. A complete game in itself. Covers the 1941 German thrust from the Luga River to Tikhvin, the Russian 1941 winter counter-attack at Tikhvin, the Russian 1942 failed attempt to break the siege, and the overwhelming 1944 attack that forced a German retreat. Also a scenario editor. **$25.00**

KIEV Version 2.0. A complete game in itself. Covers the Kleist/Guderian 1941 pocket, the 1943 German retreat to the Dnieper River under heavy Russian attack, the 1943 Russian breakthrough of the Dnieper River, and the 1943 Manstein class spoiling counterattack. Also a scenario editor. **$25.00**

CRIMEA Version 2.0. A complete game in itself. Covers the 1941 German attack at the Perekop Isthmus/Ishun Lakes, the breakout into the peninsula, the 1942 Russian winter attack, the spring 1942 German capture of Sevastopol, and the Russian capture of all Crimea in 1944. Also a scenario editor. **$25.00**

ROSTOV Version 2.0. A complete game in itself. Covers the 1941 German capture of Rostov, the Russian winter offensive, the spring 1942 German offensive, and the Winter 1943 Russian attacks to cut off and destroy Army Group Don after Stalingrad's capture. **$25.00**

IZYUM A complete game in itself. Covers the Russian 1941 winter offensive to destroy the German 1st Panzer Army, the early spring 1942 Russian attack towards Kharkov that ended in disaster, the spring 1942 German offensive, the winter 1943 Manstein "Backhand Blow" that recaptured Kharkov, and the Russian 1943 fall offensive that drove off the Germans. Also a scenario editor. **$25.00**

TIGERS ON THE PROWL
HPS

Extremely detailed recreation of battalion sized combat on the Eastern Front from 1939-45, including all the belligerents, Germany, SS, Soviet, Luftwaffe, Guards, & Axis. Combat is resolved using detailed calculations based on the US Army Ballistics Research Lab, taking into account armor thickness, round penetration at that range, weight of explosive, air drag, angle of the target, etc. Features hundreds of different tanks, artillery, infantry small arms types, etc. Magnificient. *IBM Requires: VGA, 3.5" FDD, hard disk, 386.* **$85.00**

Ultimate World War II Wargame Collection
SSI

Features four of the best of the recent SSI World War Two wargames, all in the one box. They are *Steel Panthers II, Panzer General II, Silent Hunter* and *Soldiers at War*. *IBM Requires: Pen 120, 16mbRAM, Windows '95, SVGA.* **IBM - $64.00**

Computer WAR IN EUROPE
Decision

A simulation of the European Theater of Operations in WWII and brings this classic SPI board game into the computer age. Players control ground, air and naval forces, economies and political efforts. Features brigade to corps sized units, including infantry, armor, mechanised, cavalry, paratroops, guards, partisans, SS, U-boats, ships, transports, etc. You also choose what to build from your resources and personnel. With 3,600 counters, this is so much easier to play as a computer game! You cannot play against the computer, only solitaire with yourself playing both sides, or with 2 or more humans. *IBM Requires: 386, 5mbRAM, VGA, DOS or Windows '95.* **IBM – $90.00**

Post World War II

A WORLD OF AVIATION
CounterTop

Includes the jet fighter simulation *iF-16*, *Wings of Silver* which is a multimedia presentation of modern jet aircraft, including full color action video footage, more than 60 photos of aircraft and weapons, *Combat Jets* which is a complete drawing program and over 1,000 clip-art images, *History of Aviation* which presents the history of flight with 60 video clips and 600 photos; and *Warbirds*, a screen saver. *IBM Requires: Windows '95, 16mbRAM, Pen 120, 4spCD-ROM.* **IBM - $85.00**

DELTA FORCE 2
Novalogic

A 3-D adventure akin to *Half-Life*. You are a member of the elite Delta Force, formed to battle terrorism throught the world. Execute day and night operations, move through fog, rain or snow, use tall grass, water and rolling terrain to approach objectives undetected, terrorize the terrorists with an impressive arsenal of weapons, use the new commander's screen to direct the actions of team-mates, whether single or multiplayer. 40 challenging missions. Also a mission editor. *IBM Requires: Pen II, 64mbRAM, Windows '95, SVGA, 8spCD-ROM.* **IBM - $75.00**

Delta Force 2

F-16 versus MiG-29
Novalogic

A double-game including both F-16 and MiG-29 complete games. The MiG-29 isone of the world's most maneuver able and toughest fighter jets. The F-16 is the workhorse of the USAFYou can fly the two jets against other players in multiplayer mode. With stunning 3Dfx graphics, great interactive cockpits, authentic flight models, over 40 stand alone missions for each jet, mission design tools, use the F-16's Lantirn for night vision and precision bombing, etc. *IBM Requires: Windows '95, Pen 166, 16mbRAM, 4spCD-ROM 3Dfx.* **IBM - $75.00**

FALCON 4.0
Microprose

The North Koreans have crossed the DMZ. Your F-17 Falcon squadron has been called for the strike back...Only the makers of the acclaimed *Falcon 3.0* could launch a new era of flight simulators. This game breaks the sight-and-sound barrier with its cutting edge graphics, realism, dynamic campaigns and multiplayer gameplay. With accurate topographical terrain, detailed radar and weapons simulation, hyper-realistic flight models and stunning visuals. With a manual over an inch thick! Also a real-time campaign engine, an enormous range of aircraft and ground units. *IBM Requires: Pen 166, Windows '95, 32mbRAM, 800x600 16-bit SVGA, 4spCD-ROM, 16bit sound card.* **IBM - $75.00**

Falcon 4.0 Prima's Official Strategy Guide **$30.00**

FORCE 21
redstorm

A real-time 3D tactical wargame as intense as war itself. The year is 2015. Conventional Chinese forces invade Kazakhstan, commandeering natural resources to sustain its recent economic boom. The United States sends forces to stop the Chinese, and WW3 errupts. With stunning 3D graphics, you receive missions, select your forces and commanders, conduct reconnaissance, and then engage your forces. Mix tactical and strategic play, control up to 16 different armored platoons, 30 single player missions and 10 multiplayer maps, realistic 3D terrain. *IBM Requires: Pen 200 with 3Daccel or 233 without, 32mbRAM, 4mbSVGA. 4spCD-ROM.* **IBM - $50.00**

GULF WAR Operation Desert Hammer
3DO

An explosive arcade action game. America goes back to finish the job it started with Desert Storm. As commander of the new prototype M12 tank, it's up to you to clear the path to Baghdad and liberate the world from its oppressor. With spectacular weapon effects, a full array of hard hitting weapons and military units such as stealth fighters, helicopters, SAM and ATGM missiles, mission briefings enhanced by real Gulf War footage, 18 single player missions in life-like 3D enhanced environments. Deathmatch over LAN, modem, serial or Internet. *IBM Requires: Windows '95, Pen 166, 32mbRAM, 4spCD-ROM, 2mbSVGA. 4mb3Daccel.* **IBM - $75.00**

JAGGED ALLIANCE 2
Sirtech

A ruthless dictator has taken control of the tiny nation of Arulco, and you are in control of a small band of rebels against a large army. But the world's best mercenaries will also fight on your side, if you can afford them. Features a semi-top-down-view as you lead your team on combat missions. With a non linear storyline, the most advanced tactical combat ever, dozens of realistically modelled weapons, real-time exploration and turn-based combat. Create and recruit your own mercenaries, interact with more than 150 characters. *IBM Requires: Pen 133, 16mbRAM, SVGA, 4spCD.* **IBM $75.00**

JANE'S FLEET COMMAND
Janes

International waterways become theatres of war when the world's most formidable maritime powers exchange their fatal blows. With entire fleets at your command, you must strategically deploy vessels from every class – frigate to aircraft carrier to nuclear submarine – to maintain the precarious balance of naval power and gain position for the deadly endgame. Real-time strategy campaigns and missions. *IBM Requires: Windows '95, Pen 200, 32mbRAM, 2mbSVGA, 3Dfx card, 8spCD-ROM.* **$70.00**

JANE'S F-15 JET COMBAT SIMULATOR
EA

You can be up and flying in five minutes. Instant action option includes simplified controls to ensure quick access to your first kill. Training missions have you flying like an ace in no time. Adjustable levels of realism and difficulty. Magnificent graphics and stunning visual effects. Mid-air refueling, smart bomb camera views, radio chatter, 30 different weapons, you can play head-to-head over the internet, modem, network or serial. Design your own missions with a powerful mission builder, relive the Desert Storm through an intense campaign, etc. *IBM requires: Win'95, Pentium 133 with 3DFX card or Pentium 166 without, 16mbRAM, 4spCD-ROM, hard disk, SVGA.* **IBM - $80.00**

JANE'S FA-18 JET COMBAT SIMULATOR
EA

The most realistic carrier air operations experienced on a PC, even the flight deck rolls. Fully functional virtual cockpit. A vast array of air-to-air, air-to-ground and air-to-surface weapons. Fabulous graphics. *IBM Requires: Windows '95, Pen 266, 64mbRAM, 4mb3Daccel, 800x600SVGA, 4spCD-ROM.* **IBM - $90.00**

JANE'S LONGBOW ANTHOLOGY
EA

The definitive helicopter combat collection, combines two previous games: *AH-64D Longbow* and *Longbow* 2. Features 3Dfx support, all of the world's hot spots (Russia Europe as well as Korea, Central America & Mid East). *IBM Requires: Pentium 133 with 3Dfx or Pen 166, 16megRAM, SVGA, 4spCD-ROM.* **$80.00**

JANE'S USAF United States Air Force
EA

Master the eight greatest jets in the United States Air Force, from early jets up to the Stealth Fighter. Relive history in Vietnam or Iraq, fly an in-depth strategic exercise over the United States, or fight future conflicts over Germany. Your pilot career is tracked and you receive promotions, medals. Play any mission with friends over LAN or the Internet. Also has flight combat training, 3D mission editor, etc. *IBM Requires: Windows '95, Pen 200, 64mbRAM, 4mb3Daccel,6spCD.* **IBM - $90.00**

MiG Alley
empire

The Korean War, 1950 – the birth of jet warfare. With closing attack speeds of up to 1,000mph and without the luxury of modern radar-guided missiles, get up close to the enemy and shoot them out of the sky. Take control of 5 totally authentic 1950s fighters and bombers, from the agile Russian MiG 15 to the awesome American F86 Sabre. 16 different aircraft – there can be up to 150 aircraft in the sky at one time! Campaigns, individual missions, multiplayer. *IBM Requires: Pen 166, 800x600 SVGA, 32mbRAM, Windows '95, 6spCD-ROM.* **IBM - $90.00**

Modern Warfare Collection
Various

Has Apache vs Havoc, Falcon 4.0 and M1 Tank Platoon 2. *IBM Requires: Pen 166, 32mbRAM, 4spCD-ROM, SVGA.* **IBM - $75.00**

PEOPLE'S GENERAL
SSI

An absolutely stunning game using the *Panzer General II* system, with uncomparable graphics. Presents a disturbingly plausible, near future Asian conflict that escalates to involve virtually the whole world. Game play covers large areans of the Korean Peninsula, Southeast Asia, Siberia, Ural Mountains and Ukraine. Choose from over 200 task forces from 19 nations. Fight either as Chinese or Western Alliance forces in 2+ campaigns totaling 36+ scenarios. Western Alliance forces include the US, Great Britain, Germany, France, Russia, Australia, South Korea, Japan, etc. Includes the latest in military hardware such as M1A3 and T-99 Main Battle Tanks, Werewolf Attack Helicopters, as well as more common weapons such as T-80, AMX-13, Challenger II, AH-64, M109, M60A3, etc. Also has an enhanced Battle Builder with a random element. *IBM Requires: Pen 166, 8spCD-ROM, 32mbRAM, Windows '95, 2mbSVGA.* **IBM - $30.00**

Rainbow Six (Tom Clancy's)
RedStorm

The most revolutionary action/strategy game of its kind. Nothing comes close to offering such as exciting combination of strategy, team-building, realistic, 3D graphics and true-to-life special forces action. One shot kills. The ultimate goal is to save yourself and the world from deadly terrorists. You must successfully complete 17 unique missions, and if you die, the world is dead. *IBM Requires: Windows '95, 4spCD-ROM, SVGA, Pen 166 with 3Dfx or Pen 200, 16mbRAM.* **IBM - $50.00**

Mission Pack: Eagle Watch With five new, challenging missions, two new training levels, four new operatives, three new weapons, with missions including visiting a top secret Russian Space Shuttle! **IBM - $30.00**

Rainbow Six ROGUE SPEAR (Tom Clancy's)
RedStorm

The sequel to *Rainbow Six*. Blends spine-tingling tactics and explosive action into intense counter-terrorist warfare. Lead the Rainbow team of elite multi-national special operatives against two deadly terrorist organisations. Travel to real world settings across the globe, including a jumbo jet and Museum of Art. With sniper specialists, mission editor, snow and rain, incredible 3D. *IBM Requires: Pen 233, with 3Daccel, 32mbRAM, Windows '95, 16bit4mbSVGA, 4spCD-ROM.* **IBM - $75.00**

SHADOW COMPANY Left for Dead
UbiSoft

Left for dead in the African jungle after a contract turned sour, the 15 shadow mercenaries are ready to take revenge. Designed around a unique 3D engine, with dozens of tools of the trade, jeeps, boats, helicopters, tanks, etc; vast campaigns include dozens of non-linear missions, a wide variety of landscapes, each mercenary in your group has specific skills; up to 8 players over LAN or the Internet. *IBM Requires: Pen MMX 233, 4mb3Daccel, 32mbRAM, 8spCD-ROM, Windows '95.* **IBM - $75.00**

Shadow Company

SPEC OPS II
Talonsoft

US Army Green Berets. With more than 25 deadly new missions over 5 locations from Thailand to Antartica, control up to four characters in campaign-style single player mode or compete against friends; an impressive arsenal of real military weapons including thermite and barrel-launched grenades, rocket launcher, sub machine gun. *IBM Requires: Pen MMX 200, 32mbRAM, 4spCD-ROM, 8mb3Dcard.* **IBM - $80.00**

SSN-Tom Clancy
Virtus

Tom Clancy brings you his first CD-ROM. The mission briefing is that Chinese hard-liners have staged a daring raid on one of the world's last great untapped oil reserves, setting the stage for a rejuvenated Communist dictatorship. Representing the United States, you command an Improved Los Angeles-class nuclear attack submarine, the USS Cheyenne. Over 360 feet long and brimming with state of the art electronic warfare systems, she is the finest fast attack sub in the world. The fifteen missions you encounter during the game lead you through the realistic scenarios which could be taken from tomorrow's headlines. *IBM Requires: Pentium 60, Win'95, SVGA, 8mbRAM, hard disk.* **$16.00**

The Operational Art of War Vol 2 Modern
Talonsoft

Set after 1955 to the current day. Fight in Vietnam, over the Suez Canal, in Operation Desert Storm. With full-function map, unit, and scenario editors. Historically accurate scenarios and maps. Hypothetical "what-if" scenarios. Massive equipment database with hundreds of tanks, planes, artillery, etc. Stunning 16-bit color in both 2D and 3D modes. Adjustable unit scales from individual companies to entire corps. Two can play hotseat or by e-mail. *IBM Requires: Pen, Windows '95, 16mbRAM.* **IBM - $75.00**

VIGILANCE
Sega

Stand against the gathering storm as one of 8 unique player characters – ex NSA, KGB, FBI and other counter-terrorist operatives from all over the world. You'll have 40 unique weapons and power-ups at your disposal, in this 3D first or third person action/adventure game. You face terrifyingly real counter-terrorist missions in single player mode, or up to 20 playable characters in deathmatch mode. The battlefield is the world of today, recreated with photorealistic 3D engine. *IBM Requires: Pen 166, 32mbRAM, Windows '95, SVGA.* **IBM - $70.00**

WORLD OF COMBAT 2000
Novalogic

Contains three games in the one box, being: *Commanche* 3, where you strap into the helicopter designed for the battlefield of the future, with over 30 missions, stunning 3D terrain, for novice & expert players. *F-22 Lightning II*, where you take to the skies in the US Air Force's next-generation stealth fighter, with 36 missions, missions change according to outcome of previous missions. And *Armored Fist* 2 *M1A2 Abrams*, where you command the main battle tank of the US, where you control your own tank or your platoon in over 50 missions. *IBM requires: Win'95, Pentium 90, 16mbRAM, SVGA, 4spCD-ROM.* **IBM - $70.00**

Science Fiction

ABOMINATION The Nemesis Project
Eidos

A *Baldur's Gate*-style adventure game with a *Cthulhuish*-feel. An unstoppable plague swept America, and a cult was born in its wake. This cult offers absolution in the name of the Brood, a nightmarish army of mutated *Cthulhuish* creatures. You lead a combat team against this cult, trying to stop them spreading this plague across the world. Explore an entire city, the frozen wastes of Siberia, jungles of Peru, etc. Over 100 realistic contemporary & experimental weapons, a unique seeded mission generator with over a million possible variations. *IBM Requires: Pen 166, 32mbRAM, 2mbSVGA, 4spCD-ROM, Windows '95.* **IBM - $80.00**

ALIENS Versus Predator
Rebellion

A *Quake II-style* game based on the trading card game of the same name, and upon the movie Aliens and the Predator movies. There are three campaigns, one for playing Marines, one for Aliens, and one for Predator. As Marines you start off at colony LV-426, sometime after the time of the movie Aliens. A new bio-weapons facility has been constructed near the old colony, to study the aliens, but the containment has been breached. Your battles eventually lead to a show down with the queen. As an alien, you have free 360° movement, ie, you can run freely up walls and even upside on the rooves, so the best way to attach your foes is from above. Predators have the best technology, but are few in number. Graphics are fantastic, but you can't save the game during a mission, only once it's been completed. *IBM Requires: Pen 200, 3Daccel, 32mbRAM, Windows '95,SVGA.* **IBM - $75.00**

Prima's Official Strategy Guide to Aliens Vs Predator **$30.00**

Sid Meier's ALPHA CENTAURI
Firaxis

Sid Meier has now taken the *Civilization* concept into space! Explore the alien planet that is your new home and uncover its myriad mysteries. Discover over 75 extraordinary technologies. Build over 60 base upgrades and large scale secret projects for your empire. Conquer your enemies with a war machine that you design from over 32,000 possible unit types. Terraform the alien landscape; features a random 3D world generator, five paths to victory; six levels of difficulty, a game/map editor, customizable options, fight friends over internet, modem, serial link, etc. *IBM Requires: Pen133, Windows '95, 16mbRAM, 4spCD-ROM, 2mbSVGA.* **IBM - $75.00**

Prima's Official Strategy Guide to Alpha Centauri **$30.00**

Sid Meier's ALIEN CROSSFIRE Expansion for Alpha Centauri with seven new playable factions, research an expanded technology tree including new alien concepts, new base facilities to build, 5 new weapon modules, 4 new armor types, 5 new special abiltities, & expanded storyline on an alien planet. **IBM - $40.00**

ASTEROIDS
Activision

The classic arcade game now with next generation 3D graphics. Added enemies, advanced weapons, explosive effects, brave a multitude of hyperspace worlds, compete against a friend on one screen. *IBM Requires: Windows '95, Pen 133, 16mbRAM, 4spCD-ROM, 2mbSVGA, 3D accelerator card.* **IBM - $50.00**

Blood II: The Chosen
Monolith

An extremely gory *Quake II*-style In a time of turmoil and decay, a dark organization with a sinister agenda casts its shadow over the world. But as their plot unfolds, an even greater evil pushes its twisted being at the very bindings of reality...but Caleb is back to fight them, but this time he is not alone. Can he hold the Chosen together long enough to reclaim the Cabal and the heart of his one true love? With an all-new next-gen engine, over 30 gory levels, explore vast 3D environments and destroy everything in sight, four playable, fully-customizable characters, heaps of deadly weapons. *IBM Requires: Pen 166, 32mbRAM, 4spCD-ROM, Windows '95, 3Dfx or Pen 233 without, SVGA.* **IBM - $30.00**

Blood II: The Chosen Official Strategy Guide **$30.00**

CODENAME EAGLE
Take 2

A stunning *Half-Life*-style game. It is the early 1990s with a parallel timeline. The Tsar's son Peter has already conquered Europe and now turns to the rest of the world. You are a secret agent whose mission is to destroy the Russian war machine. With two unique missions set in enormous 3D landscapes, complete freedom of movement that allows first and third person views, massive array of military and civilian vehicles. Engrossing, cohesive storyline, hundreds of weapons & tools. *IBM Requires: Pen 200 MMX, Windows '95, 32mbRAM, 4spCD-ROM, 3DAcclerator.* **IBM - $50.00**

Command & Conquer Worldwide Warfare
Westwood

Contains Command & Conquer, Red Alert, Counterstrike and The Aftermath, all in the one value packed box set.*IBM Requires: Pentium, Windows '95, 8bmRAM, CD-ROM, SVGA.* **$90.00**

COMMAND & CONQUER Gold Edition This is a new *Windows* '95 edition with all new features like head to head play, Super VGA graphics, smooth scrolling screen, & These Pack with screen savers, icons, etc. *IBM Requires: Windows '95, Pentium, 8bmRAM, 2spCD-ROM.* **IBM - $50.00**

RED ALERT This is a complete game, the sequel to C&C. Dark experiments have permanently altered time. Or have they? Soviet tanks crush city after city while Allied cruisers shell bases. Spies lurk, land mines wait, and strange new technologies aid both sides in their struggle for ultimate control. With thirty new units and structures to choose from including MiGs, spies, destroyers, submarines; create battlemaps with new terrain editor, over 40 missions to play and dozens of multiplayer maps, three game difficulty settings, battlemaps are twice as large, dozens of close-ups and action movies. *IBM Requires:Pentium 75, 8mbRAM, CD-ROM.* **IBM - $40.00**

Red Alert Counterstrike The official expansion. Features 16 new missions, over 100 new multiplayer missions, new units including Tesla tanks, Elite Super Soldiers, Wonder Dogs, Superjets; the key to unlocking giant ant missions, new music, 3 difficulty settings, etc. **$30.00**

Red Alert: The Aftermath An official add-on. With new Allied units that include stealthy Chronotanks, unit-repairing field mechanic, explosive demolition truck, new Soviet units include a formidable Tesla tank, a sea-to-land missile submarine, electrifying shock troopers. 18 new missions, 100 new multiplayer maps, some being twice the size. **$30.00**

Command & Conquer TIBERIAN SUN
Westwood

The all new game of C&C. With his forces stronger than ever, arch villain and leader of The Brotherhood of Nod, Kane is pitched in an epic battle against the world's war machine – the Global Defense Initiative. Fight on dynamic battlefields, with terrain that can be destroyed and deformed. New units such as jump jet infantry, hover tanks, tunneling APCs; also new strategies to use. Units become faster and stronger as they gain combat experience. Covert missions, night missions, searchlights. Flying shrapnel, shock waves, crashing debris. Single or multiplayer. *IBM Requires: Pen 166, 32mbRAM, 16bitSVGA with 4mb, 4spCD-ROM.* **IBM - $80.00**

Prima's Official Strategy Guide to Tiberian Sun **$22.50**

CYBERMERCS
Globotech

With an alien threat to one of humanity's extraterrestrial colonies, super-human cybernetic mercenaries are sent to the rescue. In this sci-fi roleplaying game, you assemble a team of skilled agents, connect with other mercs on the internet, and try to stop the aliens reaching earth. Features mission based gameplay, character advancement, real-time battles, interactive plot twists, 15 unique levels for single or multiplayer, free internet play, co-operative or head-to-head via TCP/IP or LAN Network, and free add-on missions available every month through the internet. *IBM Requires: Pen 166, 32mbRAM, Windows '95, 4spCD-ROM.* **IBM - $90.00**

DARK FORCES - STAR WARS
LUC

DOOM meets Star Wars! With graphics and world details the equal of Doom, and sound effects that are superior, this game is already extremely popular. You play the part of a mercenary working for the Rebel Alliance, trying to track down the Empire's latest doom weapon - an army of cybernetic doomsday warriors. You have to infiltrate many Imperial bases, crawl through sewers, fight battles with Stormtroopers, automated defense drones, aliens, etc, as you try to stop this latest Imperial strategy. The game is difficult, with more to do than just explore and shoot everything that moves. But if you find the game too hard, there are heaps of cheats on the bulletin boards. There are around nine different weapons, including hand grenades, blasters, rocket launchers, etc. Good fun! *IBM Requires: 486/33 +, 8 mb RAM, CD-ROM, VGA, hard disk.* **$40.00**

DARK SIDE OF THE MOON
Southpeak

A first person sci-adventure with 360° seamless, incredibly realistic, motion-picture game play. Explore a beautiful 3D world. Solve challenging story based puzzles. Confront live-actors in your race to discover the truth about your uncle's mysterious death. Your quest will take you to the depths of a dangerous mining colony on the far side of the moon. But remember, nothing is as it seems, everyone you meet will have secrets they are trying to hide. *IBM Requires: Pen 166, 32mbRAM, 2mbSVGA.* **$50.00**

DESCENT: FREESPACE The Great War
Interplay

Descent goes flightsim with this revolutionary game! The heartless Shivans emerged through subspace near Earth, harboring technology light years ahead of anything seen before. They made no attempt to communicate. They did not respond to our communications. They simply attacked - and destroyed everything in their path. 30 branching single-player missions, 20 multiple-player missions. 3 unique species, each with their own tactics, ships, characteristics; over 40 stunning real-time ships, including the unbelievably big capital ships; create your own missions, up to 12 players over the internet. You fly 8 different fighters and bombers, you can engage the capital ships' moving gun turrets, and can selectively target enemy ship subsystems. Damn! I wish I had the required system specs! *IBM Requires: Pen 133 with 3D accelerator, or Pen 166 without, Win'95, 32mbRAM, 8spCD-ROM, hard disk, SVGA.* **IBM - $40.00**

Silent Threat Official expansion. You've been asked to go behind enemy lines in order to preserve a threatened peace treaty. With 40 new missions, 2 new killer ships join your squadron, 4 new weapons, a new capital ship. **IBM - $30.00**

DESCENT: FREESPACE 2
Interplay

The year is 2367, 32 years after the Great War. As the Terran and Vasudan races finish rebuilding their nearly decimated societies, an immeasurable armada lurks/arrives in the far reaches of the Gamma Draconis system. It's the Shivan, come to find out what happened to the 'scouting party' they sent 32 years ago! With over 20 weapons of mass destruction, 30 missions including massive enemy strikes, battles inside nebulas, beam weapons that can destroy cap ships, and an easy to use FreeSpace Mission Editor. *IBM Requires: Pen 200, 32mbRAM, 8spCD-ROM, 3Daccel card, Win'95.* **IBM - $90.00**

DESCENT 3
Interplay

The gut-wrenching saga continues with more pulse-pounding action than ever before. Dive into masive subterranean strongholds in full 360° freedom as you careen through canyons and craters on the surface above. Test your piloting skills against an army of battle-drones and assault bots. Filled with new friends and old enemies, with a plot that twists and turns with each mission. Features new engine. *IBM Requires: Pen 200, Windows '95, 32mbRAM, 6spCD-ROM, 3Dfxcard.* **IBM - $50.00**

Descent 3 Official Strategy Guide **$30.00**

DOOM II
idSoftware

Now available for DOS and Windows '95. You continue to play the tough Marine. You beat the bad guys in DOOM I, but now they have invaded Earth, and you have 30 levels in which to try to rescue your world from certain doom. *Requires: 2spCD-ROM, 386/33+, hard disk, 4mbRAM, VGA.* **IBM - $16.00**

DUNE 2000
Westwood

Dune 2000 is a completely re-done Dune II, specially designed for today's computers. Dune 2000 offers all the familiar units of the original: Deviators, Fremen warriors, the Sardaukar, Sonic Tanks, Ornithopters and many more. Players can lead the noble Atreides, the sneaky Ordos or the evil Harkonnen. This top-down wargame features over 40 missions and full motion video briefings, new strategies, special effects and music. Supports 8 Bit and 16 Bit hi-res color, and supports multiplayer. *IBM Requires: Pent 90, 16mbRAM, Windows '95, 4spCD-ROM,16bit SVGA.* **IBM - $30.00**

Dune 2000 Prima's Official Strategy Guide **$30.00**

EMPEROR OF THE FADING SUNS
Segasoft

From the roleplaying game, *Fading Suns*. Enter the realm of the Fading Suns, and become emeshed in a bold, Gothic world where advanced technology has plunged the galaxy into a new Dark Age. Explore new planets, research forbidden technologies and control the growth of an empire. Wage war with up to four opponents. Colonial outposts come to vivid life through fully realized environments teeming with trade and treachery. Continually evolving storyline provides multiple ways to win. *IBM Requires: Win 95, 486/66, 16mbRAM, 2spCD-ROM, hard disk.* **IBM - $75.00**

FALLOUT
Interplay

A roleplaying game in the tradition of the classic *Wasteland*. 1,000 people have been living in a nuclear fallout shelter for 80 years following a worldwide nuclear holocaust. But the water recycler has broken down, and you are chosen to go to the surface to find a computer chip to fix it with. With gorgeous semi-top-down 3D graphics there are 50 mini-quests with multiple solutions that take you through devastated wastelands. A meticulous turn based combat system lets you wound, cripple or kill. You can make your own character. Improve your characters skills through play. When you interact with other characters in the game, they will remember your attitude in later meetings. If you insult some-one, don't expect them to be nice to you later.*IBM Requires: Pentium 90, 1megSVGA, 16mbRAM, 2spCD-ROM, hard disk.* **IBM - $30.00**

FALLOUT 2
Interplay

A roleplaying game in the tradition of the classic *Wasteland*. It's been 80 long years since your ancestor trod across the wastelands. As you search for the Garden of Eden Creation Kit to save your primitive village, you path is strewn with crippling radiation, megalomanian mutants, and a relentless stream of lies, deceit and treachery. With Super-mutants, robo-dogs, and ghouls; you can upgrade your travelling companions; bigger, smarter, nastier enemies. Fall in love and even get married. Over 100 new skills. *IBM Requires: Pen 90, 16mbRAM, 4spCD-ROM, Windows '95.* **IBM - $80.00**

Fallout Combo The above two games in one. **$75.00**

GALACTIC CHALLENGE
SSI

Four sci-fi games in one pack, being *Star Control I* where humanity is about to be destroyed by a savage coalition of alien races; *Star Control II* where the war is over and humanity can now explore and colonise 500 stars with 3,000 planets; *Renegade Battle For Jacob's Star* where you command a squadron of starfighters in the Renegade Legion universe; and *Gateway* where a portal has opened to a place fraught with danger and wonders. *IBM Requires486/66, CD-ROM, 4mbRAM, SVGA.* **IBM - $60.00**

HEAVY GEAR
Activision

Based on the Heavy Gear roleplaying game, leaves all others behind! You can build a heavy gear from scratch with one of 16 customizable chassis, or pilot one of the 16 provided Heavy Gears.. *IBM Requires: Win'95, Pen 90, 16mbRAM, SVGA, 4spCD-ROM, hard disk.* **$25.00**

Prima's Unauthorised Game Secrets of Heavy Gear **$30.00**

HEAVY GEAR II
Activision

Based on the Heavy Gear roleplaying game, this new, extremely improved version of the game, has been rebuilt from the ground up. With special ops stealth squad missions, indoor/outdoor missions, enemy forces adapt to your tactics, battle in swamps, even on the outhull of starships! With an all new game engine that allows faster combat. Game play graphics are truly stunning. *IBM Requires: 3Daccel, Pen 166, Windows '95, 64mbRAM, 4spCD-ROM, 2mbSVGA.* **IBM - $75.00**

Official Heavy Gear II Strategy Guide **$30.00**

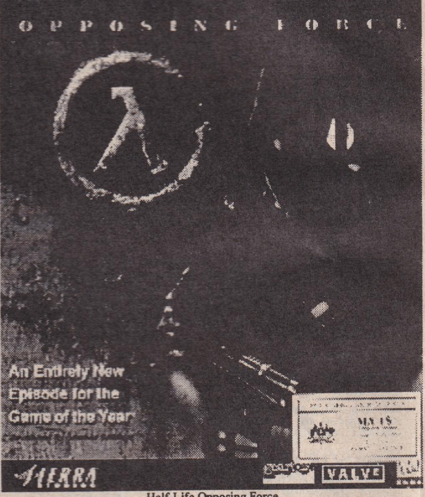
HALF-LIFE
Sierra

A stunning *Quake*-style 3D adventure game. It was just another day at the office, until your science experiment blew up in your face. Now, with aliens coming through the walls, a military death squad killing everything in sight, and your colleagues all dead, you're scrambling to stay alive. Featuring advanced AI in which enemies work together in teams to hunt you down, monsters feature fluid and intricate motion, scripted animation sequences, computer characters who work with you and help you; there is a level editor, and challenging obstacles such as train tracks and conveyor belts. *IBM Requires: Pen 133, 24mbRAM, SVGA 16 bit, 2spCD, Windows '95.* **IBM - $40.00**

Half Life Prima's Official Strategy Guide **$30.00**

HALF-LIFE Game of the Year Edition A special edition that includes the full game of Half-Life plus Team Fortress, a special multiplayer game for playing online or over LAN, where your team of nine characters goes up against other teams. Each role has unique weapons, items, abilities and style of play, they are medic, soldier, sniper, engineer, scout, demoman, heavy weapons guy, pyro, and spy. *IBM Requires: Pen 133, 24mbRAM, 16bitSVGA, Windows '95.* **IBM - $75.00**

HALF-LIFE Opposing Force This expansion pack returns you to the Black Mesa Research facility as one of the military specialists sent in to eliminate Gordon Freeman. You lead a squad of soldiers, explore areas of the facility not seen before, stunning graphics, heaps of alien beasties, etc. **IBM - $50.00**



Half-Life Opposing Force

HOME WORLD
Sierra

Command a massive star fleet on an epic journey home, as your race embarks on a mass exodus from its colonised world. With 16 single-player missions or play on-line with up to seven others. Choose unit types, fleet formations, and flight tactics for each combat group; utilize advanced research to construct 54 ships ranging from light fighters to huge carriers; explore super detailed galactic regions from asteroid fields to nebulae. Weapons include mines, ion cannons, missiles, etc. *IBM Requires: Pen II 233, 32mbRAM, 4spCD-ROM, 4mbSVGA, Windows '95.* **IBM - $90.00**

INDEPENDENCE WAR Special Ed - Defiance
Infogrames

Features the original Independence War and the all new Indie Campaign Defiance. Now you can experience both sides of the story in this space combat flight simulator. You take command of an 8,520 ton 160 meter long Dreadnaught class corvette, controlling any of the four bridge stations. Over 58 missions. *IBM Requires: Windows '95, Pen 166, 32mbRAM, 4spCD-ROM. (For 3Dfx need P200 & 64mbRAM).* **IBM - $50.00**

JEDI KNIGHT - Dark Forces II
LucasArts

Jedi Knight, the sequel to *Dark Forces*, the *Doom*-style 3D Star Wars action game. Kyle Katarn is a young mercenary sent to infiltrate the Empire. He embarks on a quest into his past and learns the mysterious ways of the Jedi. With this knowledge, he must stop seven dark Jedi from unlocking the powers of a hidden Jedi burial ground. This task forces Katarn to confront his own dark past. He then must decide his own destiny, as the dark side beckons him strongly. If he resists and follows the light side, he has a huge job ahead of him. Each of the seven dark Jedi have their own special characteristics - one fights with two lightsabers. There are a variety of weapons, old and new. The most exciting new weapon is the lightsaber. Basic force powers include enhanced jumping, seeing through walls, healing powers, telekinesis, etc. Looks fantastic. *IBM Requires: 4spCD-ROM, 16mbRAM, hard disk, Pentium 90,, mouse, SVGA.* **IBM - $50.00**

MYSTERIES OF THE SITH Fourteen new levels with 13 total new locations, including wampa-infested swamps, the foreboding fortress of Ka'Pa the Hutt, and the subterranean catacombs of a temple deep within the planet Drommund Kaas. You play a new character, Mara Jade. There are four new weapons, five new force powers including Saber Throw, over 24 new enemies including torture droids, pirate raiders and the rancor! **$40.00**

KLINGON HONOR GUARD
Microprose

Plunge into the Star Trek universe in this fast-paced, high-action, first-person shooter using the *Unreal* 3-D engine. Mayhem reigns as an assassination attempt on Gowron, leader of the Klingon High Council, has left the Empire shocked and screaming for revenge. As a member of the elite Klingon Honor Guard, you must find out who did this and exact revenge. With 20 huge missions in 7 Star Trek settings, including a Bird of Prey, 10 unique weapons, 24 formidable enemies including monsters and other klingons, deathmatch capable, hand-to-hand weapons including Bat-leth. Includes the voice of Captain Kurn. *IBM requires: Win '95, Pentium 166, 32mb RAM, 2mbSVGA, 4spCD-ROM, hard disk.* **IBM - $30.00**

MASTER OF ORION II
MIC

This game has gone straight to being my No. 1 favorite space colonisation and conquest game. No other game even begins to compare. You can start with just one planet with low tech, and then expand your colony while developing tech. Soon you build simple starships and visit the neighboring star systems, sending out colony ships to suitable worlds. There are thirteen different alien races, including insects (my favorite, who produce very efficiently), subterraneans, psilons, humans, etc. When you meet other players you can ally them, conquer them (and you *don't* have to exterminate their populations - at last! You can simply stick your marines on the planet and the aliens serve you.) or you can form trade or tech research agreements. I made an alliance with one computer opponent and he never once backstabbed me, nor me him. There are hundreds of tech levels and fields to develop, eventually letting you build over thirty different structures on your colonies - and this is my favorite part. There are many different types of worlds, volcanic, desert, water, rich, and the graphics are completely stunning and mesmorising. And as you later terraform and soil enhance these worlds, their appearances change. And the music is so relaxing and peaceful, that one of my friends falls asleep playing this game. I find the game relaxing and fulfilling. *IBM Requires: 486/100+, 8megRAM, SVGA, hard disk, CD-ROM, soundcard.* **$20.00**

MECH COMMANDER Gold
Microprose

Enhanced version of MechCommander that has six new mechs, has the original 30 missions plus 12 new missions on the planet Cermak. New waypoint navigation system lets you position your mechwarriors with great precision and control. The first Battletech game of tactical combat. With an engine similar to *Red Alert*, you command many mechs instead of just one. Each mech is animated with over 100,000 individual frames. There are over eighteen mech chassis such as the Raven, Mad Cat, and Atlas. The mechs even leave footprints on softer terrain, so you can determine what sort of enemy mech you are chasing by seeing how deep the footprints are - assault mechs leave deep footprints! You can salvage, repair, and use captured enemy mechs. You command up to 12 mechs. Repair, upgrade and organise your entire unit. Buy new mechs, weapons and pilots with resource points gained by winning missions. 30 great missions. *IBM Requires: Win'95, Pentium 133, 32mbRAM, 4spCD-ROM.* **IBM - $30.00**

Mechwarrior II: Titanium Trilogy 3-D Accelerated With both the classic and 3-D accelerated versions of *Mechwarrior 2, Mechwarrior 2 Mission Pack*, and *Mechwarrior 2 Mercenaries*. And does the game look different with the 3-D accelerated graphics running! Also features a new graphics engine, continuous non-linear missions for endless hours of gaming, smoking missiles, burning ruins, new weapons, ten very realistic worlds, etc. *IBM Requires: Pentium 100, (133 for 3D accelerator), 16mbRAM, 2spCD-ROM, SVGA, Win95.* **$30.00**
Mechwarrior II Complete game in CD-ROM case only. **$15.00**

MECHWARRIOR III
Activision

A huge step-up from Mechwarrior II. Includes deformable terrain – the buildings have destructible geometry, artillery shells pockmark the ground, the mechs even leave distinctive footprints. AI is improved. Mechs use their arms to get back to their feet, mechs hide in water to launch ambushes, fight in stunning cities and even in caves, set in 3058, features a mission editor, you can shoot down buildings so that they fall on enemy mechs, features Innersphere and Clan mechs. You can even target individual mech locations, setup the mech controls to suit your own style, multiple instant action scenarios, play over modem or Lan or Internet. *IBM Requires: Pen 166, 32mbRAM, 8spCD-ROM, 2mbSVGA, hard disk, Windows '95.* **IBM - $75.00**
Mechwarrior III Official Strategy Guide **$30.00**

MISSILE COMMAND
Atari

Completely revamped version of the classic arcade game. The Earth is under fire from alien missiles, and you have to defend Earth's cities from wave upon wave of these hostile missiles. Two modes of play, classic or ultimate. Great 3D graphics and animations, fantastic new worlds, weapons, enemies, power-ups, counter-strike capabilities let you turn back invasion, single or multiplayer (over modem, internet). *IBM Requires: Pen 133, 32mbRAM, 2mbSVGA, 4spCD-ROM.* **IBM - $50.00**

PHOENIX Deep Space Resurrection
Team 17

A new-style of space combat 'shooter' where you take the role of Beck, a pilot in the space police force, who stumbles on an epic conspiracy. His adventures lead him into a dark underworld of sinister characters. Fly a vast array of spacecraft in a wide variety of missions, interact with other pilots, equip your ships with your choice of weapons, experience a plot structure that takes different paths through the game, and enjoy an atmosphere where no-one is as they seem. *IBM Requires: Pen II 266, 64mbRAM, 4mbSVGA, Windows '95.* **IBM - $90.00**

QUAKE
idSoftware

The next game from the people who brougth us DOOM. And this is a fantastic improvement - and very popular. It's not far in the future, and scientists develop a Slipgate Device. But an alien terrorist instigates a war via Slipgates before our technology is perfected - and his name is Quake. Man plans to strike at Quake and take the war to him - but Quake strikes first. The military headquarters is overrun, and you are the only survivor. But you fight your way to one of Quake's Slipgates - and now you are taking the war to him! Featuring dark, atmospheric, stunning graphics as you claw your way through level after level. And the details on all characters is fantastic, even when the enemy are close, the SVGA still present a detailed, focused image. Weapons include double barrelled shotguns, nailguns, perforators, grenade launchers, rocket launchers, and the Thunderbolt - try it. You'll like it. Use the same technique as watering your rosebush. The aliens throw all manners of ugly things at you to try to stop you. *IBM Requires: Pentium or 486DX100, CD-ROM, SVGA, hard disk, 8megRAM.* **IBM - $20.00**
QUAKE The Offering Contains Quake, Quake Mission Pack I, and Quake Mission Pack II. **IBM - $50.00**

QUAKE II
idSoftware

This is the best *Doom/Quake* game I've ever seen. For starters, the game is actually playable. Without using any cheats or even a hint book, I have been able to solve every level - you *don't* have to find secrets in order to progress to the next level. The game contains many missions, with each mission containing from two to ten levels each. So far I've completed around 50 levels/comlexes and the end is still nowhere in sight. Graphics are stunning, game play is totally satisfying. What you do in one level can affect another one. Features superior artificial intelligence. Enemies, which are mostly combat cyborgs, can evade your attack, strategically position themselves for ambushes, and hunt you down. Hear distant explosions, rockets flying past your head. Shortly after landing on an alien planet you learn that hundreds of your men have been reduced to just a few. Now you must fight your way through heavily fortified military installations, lower the city's defenses and shut down the enemy's war machine. Only then will the fate of humanity be known. To play this game you must have your Regional Settings (found in the Control Panel directory) set to English-Australian. *IBM Requires: Win'95, Pentium 90, 16mbRAM, SVGA card, 4spCD-ROM.* **$50.00**
Quake II Hint Book Prima's unauthorized guide to Quake II, including cheat codes, all the maps, all the secrets, etc. **$30.00**
Quake II Deathmatch Maker The first authorized Quake II level editor. Has a simple, easy to use interface. Simply drag and drop rooms, textures, objects directly into your levels. Has ten new template levels to create over, or you can make your own ones from scratch. As you edit you can see in 3D what you are making, etc. **$40.00**
Quake II Mission Pack: Ground Zero Official expansion pack for Quake II. Has new enemies including the Stalker, Daedalus, the Queen Bike Black Widow, 14 new single player levels, 10 new deathmatch levels, new powerups, new weapons including a chainsaw, plasma beam, etc. **$50.00**
Quake II Netpack I: Extremities Introducing the most exclusive collection of MODs made by the fans for the fans. New MODs include new weapons, powerups, deathmatch maps, models, etc. Requires full version of Quake II, and Internet or Network connection. **$30.00**
Quake II Quad Damage Includes Quake II, Mission Packs I and II, and Quake II Netpack I. *IBM Requires: as above.* **IBM - $90.00**

QUAKE III Arena
idSoftware

This latest Quake has been made specifically for multiplayer play, but you can still play it solitaire against computer controlled 'bots' with AI so cunning that you'll have a hell of a time trying to beat them – you must recognise their unique fight-style. Multiplayer has 26 challenging maps with secrets, traps and hazards. The world has been warped by evil influences, and has volumetric fog, specular lighting; there are 30 different characters that you can be, each with various strengths and weaknesses. Ten different weapons. Internet play is a realy buzz. *IBM Requires: Pen 233 with 8mbSVGA or Pen II 266 with 4mbSVGA, 64mbRAM, 4spCD-ROM.* **IBM - $90.00**

REACH FOR THE STARS
SSG

About time! The immensely popular *Reach for the Stars*, (used to be available on the C64 and IBM) is being completely re-done for today's generation of computers. This is the ultimate epic galactic strategy game. Has a huge campaign and more than 30 scenarios, with unlimited gameplay with random scenarios. The computer AI is cunning and ruthless. Tactical combat with control over fleet formations, attack/defense orders and standing orders. Combat occurs as fleet engagements, planetary bombardments and invasions. A truly dynamic research and technology tree. 16 unique species with their own technology trees, combat and economic advantages. Also diplomacy and a scenario editor. *IBM Requires: Pen 200, 64mbRAM, 4spCD-ROM. Due Feb.* **IBM - $50.00**

SHADOW MAN
Acclaim

Only one man holds the key to the door between Liveside and Deadside. He is Michael LeRoi. Hit man. Dead man. Shadow Man. Gather sinister artifacts, solve mysteries, explore crime scenes in New York ghettoes, a Texas prison, the London Underground. Over 40 immersive cut scenes and hours of in-game speech. Please note that this game is rated MA15+, as it is very gory. *IBM Requires: Pen 200, 3Daccelerator, 32mbRAM, 8spCD-ROM, Windows '95.* **IBM - $50.00**
Official Acclaim Strategy Guide to Shadow Man **$30.00**

Quake III Arena – a lot of fun, even single player against the computer

SHOGO Mobile Armor Division
Monolith

A great looking *Quake II*-style game with a difference, you can play this one on foot or from inside your suit of powered armor, the MCAs, which runs, jumps, ducks, strafes, swims, and transforms into a hovertank. It is just as agile as the human pilot, but can do everything five times better. With four transformable power armor suits to pilot, anime-inspired characters and storyline, true 3D environments, over 30 enemies to fight, the storyline and goal-based mission structure evolves based on your actions, 18 weapons, full Direct3D support. *IBM Requires: Pen 166, 32mbRAM, 4spCD-ROM, Windows '95, 3D 4mbVideo card for machines slower than Pen 233.* **IBM - $70.00**

SIN
Activision

The CEO of SinTEK Industries has released a DNA-altering drug which is converting people into genetically-engineered mutants into her own personal army. You are a prominent private protection agent, and now go head to head with Sin and her army, in this *Quake-II* style 3D adventure. Features different puzzles and new routes each time you play, new dangers and intelligent beings in every mission. Weapons include remote control devices, sniper rifle with zoomable scope, experimental weapons; access computer terminals, control security cameras, etc. Looks great! *IBM Requires: Windows '95, Pen 166, 32mbRAM, 4spCD-ROM, 2mbSVGA.* **IBM - $50.00**
Sin Mission Pack: Wages of Sin Seventeen new missions, twelve new enemies, seven new weapons. Battle through "live" worlds, including the new bad boss Manero's Casino Hotel, Shipyard, and mutation research facilities. **$30.00**

SINISTAR UNLEASHED
GameFix

A visually stunning arcade shoot-em-up which submerges you into a hostile universe fraught with intense danger, as a newly discovered, evil species is attempting to create a biomechanical weapon called the Sinistar. You pilot a spaceship through arcade action to destroy this weapon and the species building it. With great 3D graphics, cinematic real-time lighting and special effects, 24 single player levels, great combat sequences against enemy fighters, etc. *IBM Requires: Pen Ii 233, 32mbRAM, 3Dfax.* **$75.00**

SPACE INVADERS
Activision

Includes a replica of the original arcade game *Space Invaders*, plus a hugely jazzed up version written for today's machines. Zap'em, dodge 'em and blast 'em in 100 levels of lightning-fast arcade action. Test your skills against 13 enemy species and huge alien bosses. Use explosive lasers and swarm missiles. Great graphics and sound effects, and you can have two players co-operating on the one machine. *IBM Requires: Windows '95, Pen 150, 16mbRAM, 4spCD-ROM, 2mbRAM AGP Video card.* **IBM - $50.00**

STARCRAFT
Blizzard

WarCraft goes to the stars! In *StarCraft*, the only allies are enemies. Uses *Warcraft's* wonderful game engine, also used by games such as *Red Alert*. There are three unique alien species. The Nomadic Terrans, mysterious Protoss, or voracious Zerg. You must devise totally unique strategies to master the specialized units, abilities and technologies of each. Up to 8 player internet support. An unequaled campaign editor. Construct individual missions or entire campaigns with unrivaled options and ease. Revolutionary special effects. Real-time light sourcing, true line of sight and an advanced translucency engine combine for unparalleled visual and tactical realism. Multiple theaters of battle: engage in a deadly mix of space combat, planetary assault and covert base infiltration. Command Ghost Espionage Agents, Protoss High Templars, and Zerg Defilers as you seek to conquer the galaxy. I played one multiplayer game with a friend, and I'm hooked now! I've begun the campaign as Humans, and wave upon wave of insectoid Zerg are currently overrunning human world after world. *IBM Requires: Pentium 90, Win'95, 16mbRAM, 2spCD-ROM, SVGA, Hard Disk.* **IBM - $50.00**
StarCraft Prima's Official Strategy Guide **$30.00**
STARCRAFT BATTLECHEST Includes Starcraft, Brood War, Starcraft Strategy Guide and Brood War Strategy Guide, and free access to Blizzard's Battle.net gaming service. **IBM - $80.00**

STARFLEET ACADEMY
Interplay

It's here at last - now you can sit in the captain's chair of the *Enterprise* and engage Klingon D-7 battlecruisers! Now you too can be Kirk or Sulu, commanding the *Enterprise* from the old TV series, the *Enterprise* from the movies, or the *Excelsior*, or the *Reliant*. You go head-to-head with Klingon *Bird of Prey, D-7* and *D-7A*, a new Klingon ship that you have no stats on, the Romulan *Warbird* and *Garuda*, etc! There are a total of 30 different ships in the game. Graphics are breathtaking, and include footage of the original Star Trek actors. Includes a cute 3D cardboard flight controller guide that tells you which keys on your keyboard do which function. Includes introductory missions to teach you the game, plus you can design your own missions. I've taken my copy home! *IBM Requires: Pentium 90+, 16mbRAM, 1mb SVGA, hard disk, CD-ROM.* **IBM - $50.00**
Starfleet Academy: Chekov's Lost Missions Contains a collection of seven new missions designed to specifically challenge your skills, leadership and tactical training. Features 2 new net games, external views, tutoring by Chekov and Sulu. **$30.00**

STAR TREK: Armada *Due Feb.*
Microprose

The Borg have returned! You are in charge of either the Federation, Klingon, Romulan or Borg ships that will wage war in epic battle. Build starships, construct space stations, research special weapons. Also a Klingon civil war, Romulan subterfuge and the Borg's search for perfection. This is a real-time 3D strategy game. You command up to 30 ships at one time. There are 26 action-packed missions. Cut-scenes include Patrick Stewart. Looks fantastic! *IBM Requires: Pen II 200, 32mbRAM, 2mbSVGA.* **$90.00**

STAR TREK: Birth of the Federation
Microprose

Now you can control an entire Star Empire set in the Star Trek Next Generation setting. You can play either Federation, Klingon, Romulan, Ferengi, Cardassian, plus dozens of minor races such as Bajor, etc. You start off with your home world, in a galaxy that you can set as small to large. Explore other systems, colonize them, develop industry, develop dozens of types of technology in six fields. Construct, maintain and refit Starship fleets and engage in turn-based 3D space combat. *IBM Requires: Pen 166, Windows '95, 16bit 2mbSVGA, 4spCD-ROM, 16mbRAM.* **$50.00**
Birth of the Federation Official Strategy Guide **$30.00**

STAR TREK CAPTAIN'S CHAIR
SS

Using photorealistic QuickTime VR technology, Captain's Chair puts you on the bridge (and behind the panels) of your favorite Star Trek ship, including the spectacularly recreated original series Enterprise NCC-1701, the Enterprise NCC-1701-D, E, the Defiant and Voyager. *IBM: Windows, Pentium 90, 16mbRAM, 2spCD-ROM, SVGA, hard disk.* **IBM - $24.00**

STAR TREK FEDERATION COMPILATION
Interplay

A compilation of three classic games, *Star Trek 25th Anniversary, Star Fleet Academy, Star Trek Judgement Rites. IBM Requires: Pen 90, 16mbRAM, 4spCD-ROM, hard disk, SVGA.* **IBM – $50.00**

STAR TREK ENCYCLOPEDIA Version 3.0
SS

Updated version. The interactive reference to the entire Star Trek history thus far, is available on this four CD-ROM set. Has more than 3,000 photos, more than 400 video clips. Covers the events, races, planets and stars, weapons and tools, medical equipment and main and supporting characters from the original Star Trek series, Next Generation, Deep Space Nine, Star Trek Voyager, and first seven films. *IBM Requires: Win'95, Pen 90, 16mbRAM, 2spCD-ROM.* **Mac or IBM - $60.00**

STAR TREK GENERATIONS
MP

Now you can relive the action of the movie as a computer game. Become your favorite Star Trek characters in 12 intense and deadly 'away team' action missions in a first-person perspective. Pilot the USS Enterprise and combat Klingon and Romulan warships. Features footage unique to this game. *IBM Requires: Pen 90, 16mbRAM, Windows '95, 4spCD-ROM, 2mbSVGA.* **IBM - $20.00**

STAR TREK GIFT SET
SS

Contains four Star Trek previously released games/features. The Star Trek Omnipedia with thousands of text, diagrams, photos and video entries; The Star Trek Next Gen Episode Guide with trailers from all 177 original shows; the Star Trek Next Gen Interactive Technical Manual where you can have an official inspection tour of the Enterprise; and Star Trek Klingon Language Lab with 24 minutes of power Klingon, taught by Michael Dorn, of course. *IBM Requires: 486/66, 8mbRAM, 2spCD-ROM, SVGA, hard disk.* **$40.00**

STAR TREK BORG
SS

This re-released at a lower price live acting adventure has 120 minutes of original Star Trek footage on a 3 CD-ROM set. You are a cadet whose father was killed by the Borg at Wolf 359. Now, ten years later, the Borg have attacked again. Then Q appears and sends you back ten years to Wolf 359, where he gives you a chance to save your father and the Federation. *IBM Requires: Pen 90, 8mbRAM, SVGA, 2spCD.* **IBM - $30.00**

STAR TREK KLINGON
SS

This re-released at a lower price live acting adventure has 90 minutes of original Star Trek footage on a 3 CD-ROM set, and was directed by Jonathan Frakes. You play the role of a young Klingon warrior whose father has just been murdered in his own home. Helped by Gowron, you have to find the murderer and close the circle of vengeance. *IBM Requires: 486/66, 8mbRAM, SVGA, 2spCD.* **IBM - $30.00**

STAR TREK: NEXT GENERATION A Final Unity

With all the crew of the Enterprise, with digitized graphics and voices of the real cast. The crew is all here. You hear Riker report that a ship is speeding through the forbidden Neutral Zone. Data announces it is a Garidian vessel. Troi explains the Garidians may be on friendly terms with the Romulans. Captain Picard orders an intercept, and suddenly, you are there too. With an epic original interactive mystery that takes you from the outposts of the Federation through treacherous shields-up confrontations, and beyond into the uncharted dangers of a massive nebula. You are in command of the Enterprise and its crew! Stunning graphics and sound. *IBM Requires: 486+, CD-ROM, 8bmRAM, SVGA, hard disk.* **$20.00**

STAR TREK OMNIPEDIA
S&SI

The comprehensive, voice activated electronic database to the Star Trek universe. Utilizes photoes, video, graphics text and audio to bring to life thousands of indexed entries, cross-referenced from the three TV series and six classic feature films. Includes charts, maps, starship diagrams, 3D realistic renderings, etc. Includes a free Star Trek Omnipedia hat, and a Star Trek Epics Collection on Audio. *IBM Requires: 486 or SVGA, Microphone (to use voice activation option), 2spCD-ROM, 8bmRAM.* **$19.00**

STAR TREK: Starfleet Command
Interplay

A strategic game of starship combat in the Star Trek universe. Experience a 30 year campaign that takes you from Lieutenant Commander of a frigate to a Rear Admiral in control of a task force including destroyers, heavy cruisers and dreadnoughts. Based on the boardgame Starfleet Battles, this is an amazing real-time space combat experience. Over 50 uniquer campaign missions and individual scenarios. Over 50 hull designs, , repair and refit ships between missions, multiple tutorials, etc. Looks very good. *IBM Requires: Pen 200 or 166 with 3DAccel, 32mbRAM, 4spCD-ROM.* **IBM - $80.00**

STAR TREK STARSHIP CREATOR
S&SI

Build your own Federation starship by mixing and matching parts to create your own unique Starfleet vessel. Print it and name it. Then equip your ship with Star Trek technology and systems from living quarters to photon torpedoes. Select a crew from 100 of your favorite Star Trek characters. You can even import your own picture and bio and make yourself captain. As the ultimate test, send your ship out on missions. With good planning and a good crew, your ship will succeed in achieving mission objectives. *IBM Requires: Pen 90, 16mbRAM, 2spCD-ROM, SVGA.* **IBM - $75.00**

STAR WARS Collection
LucasArts

This is the LucasArts Archives Vol.II. It includes six CDs containing four games and a special presentation: Dark Forces, Rebel Assault, Rebel Assault II, Tie Fighter, and a special behind the scenes look at the re-done Star Wars Trilogy. *IBM Requires: 486/66, Win'95, CD, 8mbRAM.* **IBM - $75.00**

STAR WARS Collection II
LucasArts

Includes *Tie Fighter, X-Wing, X-Wing Vs Tie Fighter, Jedi Knight, Dark Forces (only 3 levels), Yoda Stories, Star Wars Behind the Magic, Jedi Knight Mysteries of the Sith. IBM Requires: as per Jedi Knight.* **IBM - $75.00**

STAR WARS Episode I The Phantom Menace
LucasArts

A 3D adventure where you take the roll of Obi-Wan Kenobi, Qui-Gon Jinn, Queen Armidala and Captain Panaka. Play through the events of the film, plus go to engaging side-quests that go beyond the story from the film, use the powers of the force, lightsabers, and blasters. Explore beautiful Naboo, wander the streets of Mos Espa, journey through the skylanes of Coruscant. Interact with hundreds of creatures from the movie. *IBM Requires: Pen 200, 32mbRAM, 4mb3Daccel, 4spCD.* **IBM – $50.00**
Star Wars Episode I Phantom Menace Official Strategy Guide **$30.00**

STAR WARS Episode I RACER
LucasArts

A pod-racer simulation. Relive all the excitement of podracing in the movie as you fly up to 950kmp! Race in furious competition against 21 opponents, visit 21 tracks on 8 worlds, avoid hazards, spectacular 3D environments, sound effects taken straight from the movie, multiplayer through LAN. *IBM Requires: 4mb3Daccel, Windows '95, Pen 166, 32mbRAM, 4spCD-ROM.* **IBM - $75.00**

STAR WARS REBELLION
LucasArts

Galactic colonization and conquest on an epic scale, set in the Star Wars universe. Take control of either the Rebel Alliance or the Galactic Empire as you vie for the support of up to 200 worlds. The real-time environment will test your strategic mettle at every turn. Features comprehensive resource management. Strategic aspects of the game let you manage manufacturing which includes dozens of captial ship types such as Star Destroyers and freighters, as well as eight types of fightes, resources, fleet deployment and mission assignments. Also features an innovative 3D battle simulation where you take complete control of entire battlefleets of space ships in dramatic battle sequences, almost a separate game in itself. There are dozens of characters for both the Rebel Alliance and Empire. Can be played two player. *IBM Requires: 4spCD-ROM, SVGA, Pentium 100 (for2 player, Pen 90 for 1 player), hard disk, 16mbRAM.* **IBM - $50.00**

STAR WARS ROGUE SQUADRON 3D
LucasArts

After destroying the Deathstar, Luke and Wedge form the Rogue Squadron, a group of 12 of their best starfighter pilots. You play the part of Luke, to engage in intense, fast-paced planetary ground-to-air and air-to-air missions, dogfights, search and destroy, reconnaissance, bombing runs, rescue assignments, etc. A stunning game utilizing the lastest 3D hardware. Fly X-Wings, Y-Wings, A-Wings, V-Wings in 17 missions. Battle Tie Fighters, Bombers, Shuttles, Walkers, etc. *IBM Requires: Windows '95, Pen 166, 32mbRAM, 4mb3Dfx Card, 4spCD-ROM, hard disk.* **IBM - $75.00**

STAR WARS X-Wing Alliance
LucasArts

You start off as a pilot defending your family's business empire, then you join the Rebellion as a pilot of X-Wings, A-Wings, B-Wings, Y-Wings, until eventually, you fly the Millennium Falcon during the Battle of Endor. Fifty story driven missions, fantastic graphics, great soundtrack, true 3D cockpits. Even has a mission builder, where you can choose your targets, enemy ships, and in what numbers you encounter them. *IBM Requires: Windows '95, Pen 90, 16mbRAM, joystick.* **IBM - $50.00**
Prima's Official Strategy Guide to X-Wing Alliance **$30.00**

System Shock 2
EA

A *Quake II*-style sci-fi horror. You awake aboard a derelict spaceship, with an implant in your mind that has erased your memory. All of the ship's crew are dead, but an alien material is slowly oozing all over the ship, turning the dead crew into zombies. And then you begin to encounter horrific creatures. But behind all this terror lies the evil cyber-being Shodan. Up to four player multiplayer lets you co-operate !! with each other to overcome Shodan. *IBM Requires: Pen 200, 16bitSVGA, 32mbRAM, 8spCD-ROM, Windows '95, 4mb3Dcard.* **IBM - $80.00**

THE NOMAD SOUL
Eidos

Responding to desperate pleas of a mysterious character from another dimension, your soul must enter the dark and futuristic city of Omikron. An epic adventure with puzzles to solve, intensive storyline, a huge living environment in real time 3D with hundreds of passers-by and vehicles to interact with. 220 minutes of dialogue with real time facial motion capture. *IBM Requires: Pen233, 32mbRAM, 4mbSVGA, 4spCD.* **$75.00**

THE X-FILES GAME
Fox

An adventure game using live-action film, including David Duchovny and Gillian Anderson. You play the role of Craig Willmore, assisgned to assist Special Agents Mulder and Scully in their latest investigation into paranormal activity. Follow a trail of elusive clues, sift through evidence at crime scenes, use a wide variety of standard issue FBI equipment and tools, conduct interviews with witnesses and suspects, to solve the case. All original footage. The branching multiple plot lines change in response to your actions. *IBM Requires: Pen 120, 16mbRAM, 4spCD-ROM, SVGA.* **IBM - $30.00**
Prima's Official Strategy Guide to The X-Files **$30.00**

A *Red Alert*-style game. What began as a conflict over the transfer of consciousness from flesh to machines has escalated into a war which has decimated a million worlds. You fight 50 single player missions, controlling and fighting 150 different units, over a variety of worlds including snow, open water, lava, high mountains, and metal worlds. Features realistic 3D firing trajectories using true physics for cannons, missiles, rockets and nukes; control the sea with a full complement of advanced naval units; true 3D terrain that can be climbed over, around, and use to advantage; and great explosions! *IBM Requires: Win'95, Pentium 100, 4spCD-ROM, SVGA, 16mbRAM.* **IBM - $30.00**

Total Annihilation: Core Contingency 25 all new missions, 75 power ful new units - so now you can protect your bases by building them underwater and surprising opponents with sea-based amphibious armies; the giant Krogoth Kbot, map & mission editor, etc. **$30.00**

Total Annihilation: Battle Tactics Features 100 smaller, quicker battles to satisfy that nagging Total Annihilation fix. New maps provide fresh opportunity for ambush. Multiple paths to victory. **$30.00**

Total Annihilation: Commander Pack Contains Total Annihilation, Total Annihilation Battle Tactics, Total Annihilation The Core Contingency and Total Annihilation Hint Book. **IBM - $80.00**

UFO Enemy Unknown — Sensible

Classic reprint. You are in control of X-COM, the world's secret organisation formed to fight the ever increasing alien menace. Shoot down UFOs, investigate c crash sites, analyse alien items, build new superweapons, save the Earth!. *IBM Requires: 386, 2spCD-ROM, 4mbRAM, sound card.* **IBM - $16.00**

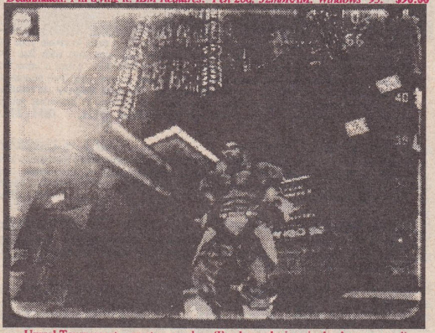
UNREAL — GTI

You've been arrested and sentenced to life imprisonment on a penal colony. But the prison ship has crash landed on an unknown planet...Look around, crystal clear water shimmers, shadows shift, alien architecture fades into the distance. Godless temples beckon, darkness falls. You are an uninvited guest in the fastest, sleekest, and most dangerous 3D world ever created. A 3D Quake II style game. Features the most advanced 3D engine ever created. Spectacular colored lightning and hyper realistic environmental effects in software and hardware. Ruthless artificial intelligence. Unreal enemies are intelligent, cunning masters of their domain - they will track you down anywhere, communicate with each other, call in reinforcements if necessary and relentlessly pursue you. Portals, distinctive skins, etc. Also features the Level Editor with which they made the game. *IBM Requires: Pentium 166, 16mbRAM, 4spCD-ROM, Win'95, SVGA, hard disk.* **IBM - $30.00**

Unreal Mission Pack I Return to Na Pali Brand new and robust Unreal story with cutscenes, narratives, and 17 single player & 7 multiplayer missions. New weapons, enhancements, and improvements. **IBM - $30.00**

UNREAL TOURNAMENT — GTI

This is currently one of the most popular online computer games, which can also be played solitaire against the computer. For solitaire, seven computer teammates assist you against eight computer enemies – and you can practice on any of the fifty! levels without having to complete earlier ones. Levels include galleon ship, Egypytian tomb, submarine, speeding train, space castle, etc. Looks fantastic! You can customise yourself and your teammates from 300 possible combinations. When you play online, you receive detailed summary/performance reports. More than 10 awesome weapons; the four game types are Domination, Assault, Capture the Flag, and of course Deathmatch. I'm trying it! *IBM Requires: Pen 200, 32mbRAM, Windows '95.* **$90.00**



Unreal Tournament – great game play. (I've been playing single player – great!)

WARGAMES — EA

Revolutionary 3D graphics with 3DFX chip set support. From New York to the Alpine Slopes, blast your way through real global environments. Real 3D weather effects make spontaneous troop movements and flexible battle plans critical. Exploit environmental advantages, use the terrain to hide and launch surprise attacks. Square off against advanced AI, command futuristic NORAD or WOPR units from tanks, destroyers, bombers, dreadnoughts to laser tanks and mechs. Supports multiplayer. *IBM Requires: Pentium 133, 16mbRAM, 4spCD-ROM, SVGA, hard disk, Win'95.*

Playstation - $90.00 **IBM - $50.00**

Wargames Exclusive Strategy Guide **$30.00**

WARHAMMER 40,000 CHAOS GATE — SSI

Command a squad of up to 20 Ultramarine Space Marines and pursue the evil Chaos horde through the Warhammer 40,000 universe. This is a squad-level, turn based tactical game that pits you against Chaos Lord Zymran, in an attempt to unravel the mystery of an ancient relic. You can immediately play the campaign game with 15 scenarios, or can practice and gain experience for your squad by playing random missions. There are a total of 50 Space Marines to choose from, including Terminators, Assault Troops and Devastators. You can build your own missions with the Mission Editor. Command vehicles such as the Predator, Rhino, Land Speeder and Dreadnought. Marvel at the glorious 3D rendered weapon effects, including missile launchers, plasma guns, heavy flamers, lascannons, vortex grenades, and psyker combat. Supports multiplayer. *IBM requires: Pen 166, 32mbRAM, Win'95, 8spCD-ROM, 2mbSVGA*. Slight damage to boxes, so special price... **IBM - $35.00**

WARHAMMER 40,000 Rites of War — SSI

Warhammer 40,000 with the *Panzer General II* engine! The mystic Eldar must battle endless hordes of bio-engineered tyranids. This is a turn-based strategy wargame with units twice the sizes as in *Panzer General II*, which are also animated when they move, fire and die. Easy to learn to play, but with heaps of deep strategies to develop. Has a 24 mission campaign, plus additional single and multiplayer scenarios that you can command as Tyranids or Eldar. A Glory point system lets you build and customize armies with your choice of unit types, wargear and warrior skills. The better you do in each mission, the more points you earn. 70 beautiful Eldar and Tyranid troopers, characters, and vehicles. *IBM Requires: Pen 200, Windows '95, 8spCD-ROM, 64mbRAM, 2mbSVGA.* **IBM - $50.00**

X-COM APOCALYPSE — Microprose

The ultimate strategy combat game. A substantial upgrade from the previous two X-Coms. You command the elite X-COM troops as they strive to investigate and repel an alien invasion of Earth. By hiring scientists and engineers, you can research and manufacture new weapons, vehicles and armor. You must discover the source of the alien invasion, penetrate the alien homeworld and destroy their control centre. *IBM Requires: Pentium 75+, 16mbRAM, SVGA, CD-ROM, hard disk.* **$20.00**

X-WING COLLECTOR's CD-ROM — LUC

The original X-Wing Star Wars flight simulator combat game, but this special CD-ROM version also includes six brand new missions, improved 3D graphics, sound and voices have been upgraded, and both additional tour of duty campaigns have been added, Imperial Pursuit and B-Wing. However, if this game is anything like its first release, don't bother playing it unless you can get access to a game editor that's commonly available on the Net. Without the editor, some missions you *cannot* get past unless you have an IQ of 200 with the reflexes of a seven year old. *IBM Requires: 386/33, 2mbRAM, CD-ROM, hard disk, VGA* **$40.00**

X-WING COLLECTOR SERIES — LUC

Contains *X-Wing* (with 120 missions), *Tie Fighter* (with 100 missions) and *X-Wing vs Tie Fighter* with 14 missions. *IBM Requires: Win'95, Pen 100, 16mbRAM, 2spCD-ROM, joystick, SVGA, hard disk.* **IBM - $65.00**

X-WING vs. TIE FIGHTER — Lucas

One of the gaming advents of the year. At last you can go head to head against other human players flying X-Wings and Tie Fighters. You can play against the computer or 2 - 8 human players over a null-modem, modem or the internet. Fly over 50 combat missions in 9 meticulously enhanced Star Wars starfighters. Engage in melees, taking on all rivals, to see who is the best pilot.Choose your craft and your weapons. Graphics are absolutely superb, and you don't have to pass some stupid flying academy before you can do the real thing, but there are training flights you can take that talk you through the various keyboard controls and weapons systems. You can play Imperial or Rebel. Capital ships are beautiful but much tougher than there were in the movies. Comes with 2 CDs for multi-play. *IBM Requires: Win'95, 16mbRAM, 2spCD-ROM,*

BALANCE OF POWER The one criticism of *X-Wing Vs TIE Fighter* was that there was no campaign, just unrelated scenarios. This expansion CD is an all new story-driven campaign, one for the Imperials and one Rebel. There are 30 missions in which up to 8 players can play co-operatively. Seek out and destroy a Rebel shipyard, ravage a Super Star Destroyer. Looks great! **$40.00**

Fantasy

AGE OF WONDERS — EMG

Prepare to return to a time when elves, dwarves and orcs inhabited the Earth, a time when mortal humans battled for survival against the mighty armies of darkness. Prepare for an adventure where you will uncover wondrous ancient artifacts, awesome magical power, and the secrets of the shattered dark elven empire. Allows custom scenarios and single player campaigns. Twelve races with 14 units each. Over 50 heroes, 50 magical items, 100 spells. Turned based roleplaying game. *IBM Requires: Win'95, Pentium 166, 32mbRAM,SVGA, hard disk, 16bitSVGA.* **$90.00**

AMERZONE — casterman

A stunning first person adventure in the league of *Myst*, set in today's world. The pursuit of an explorer's dying wish leads you to the far-off land of Amerzone, an imaginary Central American country ruled by a power-crazy dictator. With a rich storyline that combines reality and fiction, fabulous graphics and animation, hundreds of locations to explore, heaps of challenges to solve, 360° vision. *IBM Requires: Pen 166, Windows '95, 32mbRAM, 8spCD-ROM, 2mbSVGA.* **IBM – $50.00**

ANCIENT CONQUEST The Golden Fleece — SLS

A real-time strategy adventure game set in the days of Hercules. You must find and bring back the Golden Fleece. With 14 missions in the campaign, 40 custom missions, build a navy of triremes, earn money from natural resources, fight against mythical Greek monsters and other monsters, fight Persians and barbarians, attract ancient heroes to your cause, build temples and develop 12 magic technologies, great naval battles, 3 difficulty levels, scenario editor. *IBM Requires: Windows '95, Pen 133, 16mbRAM, 2spCD, 16-bitSVGA.* **IBM - $50.00**

ANCIENT EVIL — SLS

A fantasy adventure a bit like *Diablo*. The Crypt of the Ancients has caused the demise of anyone who has ever entered it. Except for Alaric. And now Alaric offers 50,000 gold coins to anyone who can enter and survive and return. But something is very wrong. A ghost appears and warns everyone that unless Alaric is stopped, doom will befall the whole world. With 65,000 color high-res graphics. 35 different monsters, 30 spells, characters can read books they find, sleep in beds they find, etc. *IBM Requires: Pen 120, Win '95, 16mbRAM, 4spCD.* **IBM - $50.00**

BATTLESPIRE — Bethesda

From the epic roleplaying world of Daggerfall and Arena, springs forth a sinister tale of mortal conflict and triumph. The celestial citadel known as Battlespire has been ravaged by a black hearted Daedra Lord. If this evil Lord and his minions can so easily brush aside an entire defending garrison, what chance do you have alone? Custom-build your own character, chat with, conspire and then betray your enemies. Battle fiends so cunning they smell your blood, hear your footsteps, track you like prey. Explore exquisitely detailed 3D interiors and exteriors. From ominous dungeons to towering castles. Supports multiplayer play. *IBM Requires: Pentium 133, SVGA, 4spCD-ROM, hard disk, 16mbRAM.* **$30.00**

Blizzard Game of the Year Collection — Blizzard

Contains three of Blizzard's most popular games, Diablo, StarCraft and WarCraft II. *IBM Requires: Pen 90, 16mbRAM, 4spCD, SVGA, Windows '95.* **IBM - $90.00**

CAMPAIGN CARTOGRAPHER 2 — PRO

Cowabunga! Just what I've always wanted - a computer based package for drawing maps, including all of those quirky little symbols that make RPG maps so visually exciting (like trees, mountains, towns, roads, rivers, battlemaps, coastlines, etc). Comes with a large, thick 240 page manual. Tutorials run you through the basics of drawing your map and placing various items. (I was having so much fun placing little ships that I actually laughed out loud at one stage!) First you decide the scale of the map, then draw coastlines. You then fill your land masses with mountain ranges, forests, jungles, deserts, swamps, cities, towns, villages, battle sites, evil temples, etc. Each of these features can also be shown in appropriate color, on screen, or when printed. By using a CAD feature referred to as levels, you can make several maps from one original, each showing different levels of detail. The one with lowest detail, ie, mountains, forests etc, is the first one you give to player characters when they start a new campaign. And being able to print maps from any zoom level is a great bonus too. *IBM Reqs: hard disk, 3.5" FDD, SVGA, mouse, Windows'95, Pentium 90, 16mbRAM.* **IBM - $130.00**

DUNGEON DESIGNER 2 Adds awesome new powers of invention to CC2 and the AD&D Core Rules 2. More than 500 stunning symbols for creating beautiful, exciting dungeons. It's got everything you need from simple doors, windows and furniture, to devious traps, cave formations and religious relics. You can also create perfect floorplans in minutes by selecting room and corridor symbols and plugging them together. *Requires as above.* **IBM - $76.00**

CITY DESIGNER 2 From the smallest village to the greatest metropolis, now you can create beautiful, incredibly detailed city maps with ease and speed. You chose the shape & style of each house down to the chimneys, color coding for different districts, linking text to locations, create your own buildings, you can create an entire street of different buildings with two clicks. Over 1,500 pre-drawn Smart Symbols for a dozen styles, including gothic, orcish, SF, fantasy. *Requires as above.* **IBM - $75.00**

CLANS — BLIZ

A 3D roleplaying adventure, a bit like *Diablo*? Evil has returned to the land. A dark tide of death and destruction is now raging over your once peaceful realm, turning brother against brother, clan against clan. So you embark on a quest to slay the demonic monster behind this madness. Conquer malicious hordes and mythical beasts through hundreds of miles of dangerous lands, wage war with swords, axes and magic through nine quests, seven levels, and five sublevels. Cast spells, unravel puzzles, interact with extraordinary creatures. Multiplayer can be co-operative or competitive. *IBM Requires: Windows '95, Pen 120, 32mbRAM, SVGA.* **IBM - $80.00**

DARK STONE — BLIZ

This is a 3D fantasy adventure. The world is living under the dark shadow of a nefarious dragon. Villagers are turning to stone. Armies of skeltons, swamrs of wasps, and lumbering ogres lurk everywhere. Evil is spreading like a vine. And only you can stop it as you lead your party of adventurers in a world with over 100 evil creatures, 32 levels of dungeons, more than 200 enemies and interactive characters, 8 playable characters, a random quest generator, complete camera control, more than 30 types of weapons. *IBM Requires: Windows '95, Pen 233, 32mbRAM, 4mb3D, 8spCD.* **$75.00**

DIABLO — BLIZ

This is a very popular game. You embark on a quest to destroy the lord of all evil - Diablo. Feel the terror of a world held in the grasp of the lord of all evil. Over 200 different monsters inhabit this ever changing world. Storm Diablo's halls as either warrior, sorcerer, or rogue, each with unique skills and abilities. March through endless lands with flowing lava, burning sulphur, medieval villages, etc. Up to four players can unite to destroy Diablo via Internet, network, or two via head-to-head. The game offers unprecendented replayability, as everytime you play, Diablo creates a unique labyrinth. With spine-chilling SVGA graphics, 3D modelling characters from a semi-top down 3D view, real time lightning effects, etc. *IBM Requires: Pentium 60+, 8megRAM, SVGA, hard disk, CD-ROM, soundcard, Win'95. Includes Official Strategy Guidebook.* **$30.00**

The Official Strategy Guide to Diablo **$22.50**

Hellfire Na-krul, Diablo's strongest ally, has decided to destroy Diablo and rule hell himself, and gathering together a smal army of never seen before monsters, he now poses a threat almost as deadly as Diablo himself. So up against Na-krul you go! With 29 new foes including a lich, undead, skeleton sorcerer, grave digger, hork demon, etc. 30 new items, seven new spells including a lightning wall and warp; a new character class, the monk, and all-new randomly generating levels. **$30.00**

DISCIPLES Sacred Lands — S.First

Four races clash with swords and sorcery in a desperate bid to control the destiny of their gods. Take on the quest as a champion of the Empire, the Mountain Clans, the Legions of the Damned, or the Undead Hordes. Classic turn-based strategy and RPG action in a fully explorable medieval fantasy world. Be a mage, warrior or guildmaster. Over 100 spells, great character evolution, 4 complete campaigns, powerful scenario editor. *IBM Requires: Pen 166, 32mbRAM, 3DSVGA, 4spCD-ROM.* **IBM - $80.00**

DISCWORLD NOIR — PerfectE

Walk the mean streets of Ankh-Morpork in this latest addition to the Discworld saga, as you play the part of a private investigator working for Carlotta, a dame who is a world of trouble. To complicate things, a psychotic dwarf is following you, and a walking mountain with a tiny brain is also causing you trouble. This is a 3D roleplaying adventure, in which you can talk to almost 70 characters including well known ones, visit over 70 stunning locations as you attempt to solve murders and mysteries. *IBM Requires: Pen 166, 32mbRAM, 8spCD-ROM, Windows '95* **IBM - $80.00**

DRAKAN Order of the Flame — Psygnosis

A 3D roleplaying adventure, with a seamless blend of aerial and ground-based gameplay. You are Rynn, a warrior-heroine who teams up with a wise and powerful dragon named Arokh. You have to rescue your brother from an evil sorcerer. With 11

characters, realistic weather, real-time in-game cut-scenes. *IBM Requires: Pen 166, 32mbRAM, 4mbDirect3Daccel, 4spCD-ROM.* **IBM - $75.00**

DUNGEON KEEPER 2 — Bullfrog

Discover your dark side as you build your own underground kingdom, but beware, you are not alone. Populate your dungeons with hordes of devilish creatures, but you'll also need to ally yourself with the evil horned reaper, who will be your most potent weapon, if you can control him. Build rooms filled with fiendish traps; feed, train and entertain your creatures; take control of your creates from the first person; looks great with or without 3D acceleration. *IBM Requires: Windows '95, Pen 166, 32mbRAM, 2mbSVGA, 4spCD-ROM.* **IBM - $80.00**

EVERQUEST — 989

A new online fantasy roleplaying game, similar in concept to *Ultima Online*. Adventure online in a world that can be populated by more than 1000 other players. Journey across continents filled with perilous dungeons, eerie crypts and mysterious underwater landscapes. Choose from 12 unique races and 14 distinct classes. Supports Microsoft Direct 3D and 3Dfx Glide in resolutions up to 1024x768. Thousands of items to earn and collect, both magical and mundane. Explore five enormous continents, as well as other planes. *IBM Requires: Pen 166, 32mbRAM, 3Dfx, Modem, Wind.* **IBM - $90.00**

Everquest Hint Book **$30.00**

GABRIEL KNIGHT MYSTERIES — Sierra

Contains the supernatural mystery games Gabriel Knight I Sins of the Fathers, Gabriel Knight II The Beast Within, and a preview for Gabriel Knight III. *IBM Requires: 486/66, 8mbRAM, 2spCD, SVGA.* **IBM - $80.00**

GABRIEL KNIGHT 3 Blood of the Sacred/Damned Sierra

A 3D first person mystery-adventure. Go to a remote French village, where you play the parts of Gabriel Knight and Grace, in pursuit of a kidnapped child. But a deeper, far more frightening story begins to unfold. Whispers of a sacred bloodline, vampires and a boundless treasure. Your ultimate destiny is to solve a dark mystery held secret for thousands of years. Find, acquire and steal a vast inventory of clues, tools, cash, etc. Solve intricate puzzles. Interact with characters you cannot trust. *IBM Requires: Pen 166, 3Daccel, 32mbRAM, 16bitSVGA, Windows '95.* **IBM - $90.00**

HEROES OF MIGHT & MAGIC Millennium Edition — NewWorld

Contains four great games in the one package – Heroes of Might & Magic, Heroes of Might & Magic II, Heroes of Might & Magic II Expansion Pack, and Heroes of Might & Magic III. *IBM Requires: Pen 133, 32mbRAM, 800x600SVGA.* **IBM - $90.00**

HEROES OF MIGHT & MAGIC II — NewWorld

Lord Ironfist is dead and the Kingdom is plunged into a vicious civil war by his feuding sons. At stake is the ultimate prize: control of the land and succession to the royal throne. Will you support the villainous usurper and lead the armies of evil, or be loyal to the righteous prince and deliver the people from tyrany. Features an unusually interactive campaign storyline. With 40 campaign scenarios (twenty each for good and evil), tons of new skills, spells and artifacts, 65 heroes, 66 monster types; expanded interactive battlefields with enlarged combat maps. *IBM Requires: 486/66* **$20.00**

HEROES OF MIGHT & MAGIC III — NewWorld

When Erathia's King is murdered by traitors, he is resurrected as an undead warlord who leads a ruthless invasion of his former Kingdom. Little resistance is met until his daughter Catherine, Queen of Enroth, returns to her homeland commanding an army of elite Enrothian warriors. Not only must she defeat her father's army, but she also wishes to free him from the dark prison of his undead body. Characters, buildings, environments and weapons are all pre-rendered in 3D and appear in a new 800x600 hi-res, 65,000 color world. A simple to use turn-based game with a very challenging environment. 8 completely new towns and castles, 16 different hero types, more than 120 different combat units. Realistic animation, improved multiplayer via hot-seat, LAN or internet. *IBM Requires: Windows '95, Pen 133, 32mbRAM, 4spCD-ROM, 16bit SVGA.* **IBM - $75.00**

HEROES OF MIGHT & MAGIC III Official Strategy Guide **$45.00**

Heroes of M&M III Expansion Pack Armageddon's Blade With six new campaigns and over 35 stand-alone missions. Seven new veteran heroes, over 12 new fantasy creatures to recruit, 2 new Conflux hero classes and a slew of fearsome new dragons. A new random map generator lets you create unlimited battle scenarios, a game editor lets you create your own battles. 10 new multiplayer maps, even an expert campaign for advanced players. **$40.00**

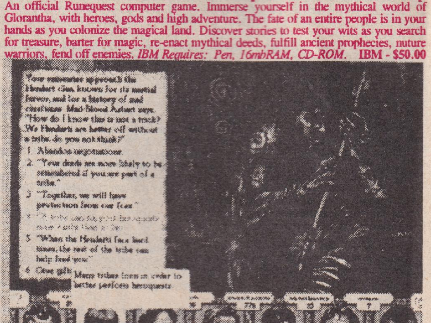
HEXEN II — idSoftware

The much awaited sequel is here at last, this time built upon *Quake's* engine. The Four Horsemen of the Apocalypse lurk in the shadows before you. They are the root of all that is evil. They are the least of your worries. The last known serpent rider, Eidolon, lives. As the Necromancer, Assassin, Crusader or Paladin, you must defeat the dark generals and their hell-spawned legions before you can face the Archfiend and attempt to end his ravenous onslaught. With 32 new weapons, as you gain experience you gain more hit points and extra abilities for your character class, fight four stunning worlds, Medieval, Egyptian, Mesoamerican, and Roman. Smash stained glass windows, collapse structural beams, pulverise trees. *IBM Requires: Win'95, Pentium 90, SVGA, 16mbRAM, hard disk.* **IBM - $30.00**

HEXEN II MISSION PACK You can play a demoness armed with new weapons, new spells and powers. Revisit the medieval world of Blackmarsh, and continue the experience in the new Tibetan Hub. Explore 15 ever more challenging levels, including icy terrain, and crawling with demonic new enemies. **$40.00**

KING OF DRAGON PASS Runequest — ASharp

An official Runequest computer game. Immerse yourself in the mythical world of Glorantha, with heroes, gods and high adventure. The fate of an entire people is in your hands as you colonize the magical land. Discover stories to test your wits as you search for treasure, barter for magic, re-enact mythical deeds, fulfill ancient prophecies, nuture warriors, fend off enemies. *IBM Requires: Pen, 16mbRAM, CD-ROM.* **IBM - $50.00**



King of Dragon Pass

KING'S QUEST COLLECTION II — Sierra

With ten games, including - King's Quest 1, King's Quest 2, King's Quest 3, King's Quest 4, King's Quest 5, King's Quest 6, King's Quest 7, The Colonel's Bequest, The Dagger of Amon Ra, and Mixed-Up Mother Goose Deluxe. *IBM Requires: 486/25, SVGA, 8megRAM, 2spCD-ROM.* **$75.00**

KING'S QUEST 8 Mask of Eternity — Sierra

Enter this deep and compelling tale of an eternal champion's struggle to restore the Mask of Eternity and save the kingdom of Daventry. Features a revolutionary 3D action engine which gives you complete freedom of movement. Experience all seven worlds through either a first or third person point of view. Intricate mental challenges require you to use your mind as well as your might. With real-time combat as you heft your broadsword and fire your longbow. Discover mythical creatures who can guide you in your quest, unlock the secrets of the dimension of death, cleanse poisonous waters, and confront evil. *IBM Requires: Pen 166, 32mbRAM, 4spCD-ROM, 16bitSVGA, hard disk, Windows '95.* **IBM - $50.00**

LANDS OF LORE III — Westwood

A *Hexen II/Quake II*-style 3D fantasy adventure. Armed with only your sword and spellbook, you must break free of your past to forever close dimensional rifts born from ancient magic. But you will have help – four guilds, the mystic Dawn, a magical familiar companion. With over 60 weapons, 100 magical items, an in-game journal that builds itself, stunning 3D effects, interact with intriguing characters as you move through six worlds ranging from frozen wastelands to underworld labyrinths. *IBM Requires: Windows '95, Pen 166, 32mbRAM, 4spCD-ROM, 1mbSVGA.* **IBM - $90.00**

LEGEND OF DRAGON ISLAND — TriggerSoft

With a similar feel of Warcraft. Set in 831AD, when a mysterious island rises out of the sea inbetween Korea and Japan. Legend tells that a dragon inhabits the island, and the first person who manages to awaken the dragon, will then be able to use the dragon to conquer the world. Both Korean and Japan despatch forces to the island, and war looms. *IBM Requires: Pen 90, 16mbRAM, 4spCD.* **$50.00**

elite armor, 4 artillery, 4 mech, 2

LORDS OF MAGIC SPECIAL ED Sierra

Includes the full game of *Lords of Magic* plus the *Legends of Urak Quest Pack*, which has a new editor, 8 new buildings, 17 new monsters, 5 new adventures. Sequel to Lords of the Realm II - except its fantasy this time! A world inhabited by Elves, Dwarves, Gnomes, Faeries, Giants,, Dragons, and other creatures. The evil lord Balkoth has discovered an ancient artifact that has given him great power. He has formed a pact with the Barbarians and is rampaging all the lands. Being one of the leaders of the Free Peoples, you have to stop him. A strategy game with real time combat and turn based resource management. You develop and train wizards, warriors, thieves, and many other allies. You can even play *as* Balkoth. With 80 different animated creatures/races from skeletons to dragons, 160 spells, multiple paths to victory, etc. *IBM Requires Pentium 100, Windows '95, 16mbRAM, hard disk, 4spCD-ROM, SVGA.* **$25.00**

MAGIC THE GATHERING Ltd Ed Pack Microprose

Contains two games, *Magic the Gathering* and *Spells of the Ancient*, as well as *Manalink*, multiplayer Magic and 85 new cards to use in the game. **$50.00**

The Ultimate MIGHT & MAGIC ARCHIVES NWC

Includes Might & Magic I, II, III, IV, V plus Swords of Xeen and World of Xeen. *IBM Requires: 486/33, Windows '95, 8mbRAM, SVGA.* **IBM - $50.00**

MIGHT & MAGIC VI The Mandate of Heaven NWC

Limited Ed. The Ironfist Dynasty is tottering on the brink of ruin. You will lead a band of adventurers on a dangerous journey of amazing depth and intelligence. Master your destiny in a non-linear storyline where your choices and actions determine the game's outcome. Explore the intricacies of hundreds of subplots, spin-offs, and mini-quests. Real-time or turn-based combat. 16 bit, 65,000 color graphics. *IBM Requires: Pentium 90, Win'95, 16mbRAM, 4spCD, SVGA, hard disk..* **$50.00**

Might & Magic VI Prima's Official Strategy Guide $30.00

MIGHT & MAGIC VII For Blood & Honor NWC

Experience a groundbreaking 3D engine. A vivid and dynamic world that supports the full range of leading 3D accelerator technology. Choose your character from a number of fantasy races. Journey through contested lands where you can avoid or engage in battles against dozens of fantasy monsters. With a compelling storyline. The first 30 orders we receive for this game will receive a free pen. The first 16 orders will also receive the Limited Edition with free poster. *IBM Requires: Pen 133, 32mbRAM, 3Daccel, 4spCD-ROM, Windows '95, SVGA.* **IBM - $75.00**

Might & Magic VII Prima's Official Strategy Guide $45.00

Ages of Myst Includes the complete games of *Myst* and *Riven*, plus unique commemorative items including a journal to write notes in, and *The Making of Riven. IBM Requires: Win '95, Pentium 100, 4spCD-ROM, SVGA, hard disk.* **$80.00**

MYTH II Soulblighter Bungie

A strategy game set in a 3D world of dangerous alliances and ancient evil, where all beings tremble before the wrath of Soulblighter, cruelest and most cunning of the evil Fallen Lords. Destroy bridges and storm enemy fortifications; sieze a drawbridge before the guards can raise it. Featuring real-world physics. Launch arrows in deadly arcs over obstacles, set off earth-rippling 3D explosions that send heads rolling. Use dwarven mortars to blast through enemy walls and fortifications. *IBM Requires: Windows '95, Pen 133, 32mbRAM, 16-bitSVGA, 4spCD-ROM, also caters to 3Dfx cards.* **IBM - $40.00**

NOCTURNE Terminal

1993 USA is filled with ungodly evil creatures that inhabit the shadows – werewolves, vampires, ghouls and zombies. As an agent of The Spookhouse, a secret government agency, you have one purpose – to hunt down these creatures and destroy them. Over 40 types of creatures in all to hunt, which are found in eerie mountain top castles, dank subterranean temples, cemeteries, etc. Explore these lairs through intelligent, cinematic cameras and first-person night-vision goggles. Has four 'tales' to adventure. For ages 15+. *IBM Requires: Windows '95, Pen MMX 233, 64mbSVGA (or 96 with 3Daccel).* **IBM - $90.00**

POPULOUS The Beginning Bullfrog

Experience the only action-strategy game that puts the awesome powers of nature in your hands. Enforce you omnipotent influence over fantastic 3D worlds. Wield your divine power to convert wild men to your cause or cast them down in a hail of fire and brimstone. Behold the breathtaking landscapes from your sea in the heavens or zoom in close for spectacular views of the cataclysm. Build your forces, annihilate the non-believers and become ruler of the universe. With 25 unique, fascinating worlds. Build thriving mystical cities. Unleash 26 spells on your enemies. *IBM Requires: Win'95, Pen 133, 16mbRAM, 4spCD-ROM.* **IBM $50.00**

Undiscovered Worlds With 12 brand new single player and 12 new multi-player levels. It is time for a new shaman to command the tribe against the greatest threat of all. *Requires as above.* **IBM - $30.00**

Prince of Persia 3D RedOrb

A mystical place where a once humble servant has transformed himself into a 12th century Persian prince. And now the prince must rescue his bride and avenge the death of the Sultan. Combines the fast paced combat of a fighting game with the depth and challenge of a timeless adventure. Stunning animation and 3D technology. 12 challenging levels in 7 Persian environments, 30 types of enemies, hundreds of traps. *IBM Requires: 3Daccel, Pen 233 with MMX, 64mbRAM, CD-ROM.* **IBM - $80.00**

QUEST FOR GLORY Collection Sierra

Make the journey of a lifetime as a warrior, mage or thief. Each adventure is its own unique quest, finish one and take your character into the next with powers and weapons intact. Includes four complete games, Quest For Glory I, Quest For Glory II, Quest For Glory III, Quest For Glory IV and Quest For Glory V Demo. *IBM Requires: Win, 386/25+, 8mbRAM, 2spCD-ROM, VGA.* **IBM - $80.00**

QUEST FOR GLORY V Dragon Fire Sierra

Combines the best elements of roleplaying with real-time action. Set in the amazing 3D realm of Silmaria, Dragon Fire takes you on a journey fraught with peril, mystery and enchantment. The Council of Silmaria has set before you the seven deadly Rites of Rulership. If you succeed, you'll save the kingdom and win the right to rule as king. Play as either a thief, warrior, wizard or paladin. Explore the huge world, where innocent facades hide treacherous deeds. Come face to face with dryads, minotaurs and other creatures. Innocuous looking inns, taverns and homes hide the keys to unlocking the mystery of a murdered king. Explore the sunken depths of Atlantis. Be careful during the night. Unite with other warriors. *IBM Requires: Windows '95, 6spCD, 32mbRAM, SVGA.* **IBM - $60.00**

Rage of Mages II Necromancer Nival

A fantasy game a little like *Red Alert*. Across a barren wasteland, a sleeping evil crawls from the depths of the earth. Only the strongest band of adventures will survive the perikous journey to the Necronmancer's Lair and defeat his army of undead. Create a giant marauding army including mercenaries which can be bought or bribed. Equip your characters and develop their skills. There are 43 non-linear missions. Discover completely new realms including Arabian desert cities and druid villages; master over 400 weapons, items and spells and fight 80 types of foes. *IBM Requires: Pen 133, Windows '95, 32mbRAM, 4spCD-ROM, 2mbSVGA.* **IBM - $75.00**

REDGUARD Elder Scrolls Adventures Bethesda

You play Cyrus, a Redguard mercenary who returns to the province of Stros in search of his lost sister. You'll encounter pirates and all sorts of colorful people and creatures. Your adventures have you escaping from death, traps, jumping across chasms, discovering Dwarven ruins, and tons of sword fighting. The advanced camera system allows for real-time 3D cinematic breaks in the gameplay. Featuring a lavish 3D city. *IBM Requires: Pen 166, 32mbRAM, SVGA Vesa 2.0, 16bit sound card, Windows '95, 4spCD-ROM.* **IBM - $80.00**

REQUIEM: Avenging Angel 3DO

A *Quake II*-style game with a difference, you are Malachi, a chosen angel, sent to Earth to save Creation from the wrath of the Fallen. The 3D engine generates state-of-the-art graphics without needing a 3D card. Fight demons and hell's minions using rare angelic powers, such as bloodboil, lightning, flight, holy light, turn to salt; as well as an arsenal of guns. Looks great. *IBM Requires: Pen 166, 32mbRAM, 2mbSVGA, Windows '95, 4spCD-ROM.* **IBM - $50.00**

RETURN TO KRONDOR Sierra

Set in the world created by Raymond E Feist, this fantasy RPG envelopes you in a world of strange creatures, desparate characters and the magic arts. The Tear of the Gods, a holy artifact possessing unimaginable power, is in peril. Your party must race against Bear, an evil madman, and his followers to raise the sunken ship that holds the artifact, and return it to its rightful place in the Temple of the Gods. With over 200 beautifully rendered locations, turn-based combat, 180 3D characters, 60 spells, 30 varieties of locks, traps and puzzles, eleven chapters of intrigue and adventure. *IBM Requires: Windows '95, Pen 166, 24mbRAM, SVGA, 4spCD-ROM.* **IBM - $40.00**

REVENANT Eidos

A *Diabloish* roleplaying adventure, where you are a resurrected warrior summoned by a powerful warlord to rescue his abducted daughter. The quest will take you through a myriad of sinister locations, collecting magic items and battling a host of fearsome monsters. But as you progress you will be plagued by memories of your past, which begin merging with this quest in a series of stunning revelations. Over 50 non-player characters, 25 enemies, huge game world with towns, forests, caves; 40 weapon types, 20 armor types, game editor included. *IBM Requires: Pen 233, 32mbRAM, 4mb3Daccel, Windows '95.* **IBM - $75.00**

SAGA Rage of the Vikings Cryo

A *Red Alert*-style game. Discover the fearsome universe of the Vikings, their majestic legends and mysterious beliefs. With seven different races, vikings, giants, dwarves, trolls etc; each race has its unique structures to build, control your clan through scenarios and campaigns, 4 schools of magic, 3 levels of zoom give you improved control of your forces. *IBM Requires: Pen 166, 2mbSVGA, 32mbRAM.* **IBM - $50.00**

SEVEN KINGDOMS II The Fryhtan Wars Imagic

Now in the sequel to Seven Kingdoms the Fryhtans are back with a vengeance, smarter, stronger and more savage than ever. There are 12 different human nationalities to control and save under your rule, or command 7 types of Fryhtan. Features unlimited game play with a random campaign generator; roleplaying elements include heroes, special items and loyalties; research bold new technologies; pause game to issue orders or manage tactical combat. *IBM Requires: Pen 120, 800x600 SVGA, 32mbRAM.* **$80**

SILVER Infogrames

A third person 3D adventure. Fight as David, a hero on the right side of vengeance caught up in the epic conflict of light versus dark and steel versus silver. Over two hundred locations, fifty interactive characters and six player characters. With spectacular effects, magic, special moves, metamorphosis, demons, dragons, imps. Unique and simple mouse control system – the mouse becomes your sword arm! Realtime gameplay with magic, combat, speech and action. *IBM Requires: Pen 166, 32mbRAM, 8spCD-ROM, 2mbVESA SVGA.* **IBM - $90.00**

SOUL REAVER Legacy of Kain Eidos

A third persion 3D fantasy roleplaying game. Cast down to the material world, the mysterious entity Raziel (you) seeks vengence for betrayal by his master Kain. Cursed to stalk the dark realms of Nosgoth, he must slay his undead brethren; only then can he absorb their souls for the energy he craves. Moving between the spectral and material plane, Raziel must negotiate puzzles, overcome traps and defy blood chilling enemies to reach his goal of killing Kain. As Raziel shifts between planes the world morphs around him, stunning graphics. *IBM Requires: P200, Win, 3DAccel,16mbRAM.* **IBM - $80.00**

SWORDS & SORCERY Westwood

Afirst or third person 3D adventure, which unfolds a deep, epic storyline pitting your motley party of six rebels against the High Priest of Death. 10 different clans, 15 roles, 8 attributes, 27 skills, and over 50 spells. Action can be real-time or turnbased. You can play from the viewpoint of any member of your party. *IBM Requires: Pen 166, 32mbRAM, Windows '95, 2mbSVGA, 8spCD-ROM. Due Feb.* **$90.00**

THE ULTIMATE RPG ARCHIVES Interplay

Twelve award winning computer Roleplaying Games in one box, including Bards Tale I, II, III and Consruction Set; Might and Magic Clouds of Xeen and Might and Magic Darkside of Xeen; Stonekeep; Ultimate Underworld I and II; Dragon Wars; Wasteland; and Wizardry Gold. *IBM Requires: 486/33, 8mbRAM, 2spCD-ROM.* **$60.00**

THE ULTIMATE WIZARDRY ARCHIVES Interplay

Contains Wizardry I, II, III, IV, V, VI, VII and Gold. *IBM Requires: 486/33, 8mbRAM, 1mbSVGA, 2spCD-ROM.* **IBM - $50.00**

TOMB RAIDER II Golden Mask Eidos

The complete game of Tomb Raider II plus four extra levels. But features enhanced engine, dynamic lighting, exterior settings, new moves, weapons, etc. *IBM Requires: Pen 90, 16mbRAM, 4spCD-ROM.* **IBM - $40.00**

TOMB RAIDER III Eidos

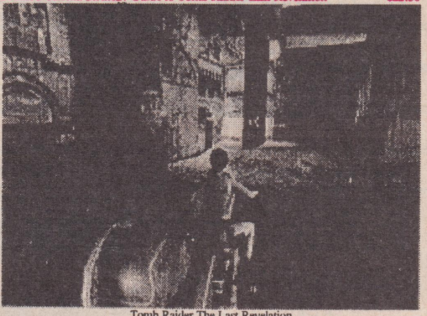
In a search to find four mysterious artefacts fashioned from the heart of an ancient meteorite, Lara journeys through 5 challenging adventures from the jungles of India to the icy wastes of Antarctica, across the rooftops of London and into the depths of Nevada's mysterious Area 51. With new graphic enhancements such as rippling water; select the order in which you undertake the adventures and choose the path you take within each level; new vehicles include kayak, quad bike; new weapons include Grenade and Rocket Launchers; and new moves include dash, crawl, and monkey swing. *IBM Requires: Windows '95, 16mbRAM, Pen166, 4spCD.* **IBM - $50.00**

Tomb Raider III Prima's Official Strategy Guide $30.00

TOMB RAIDER The Last Revelation Eidos

While exploring in Egypt, Lara Croft discovers the lost tomb of the evil God Set, and unleashes its ancient evil into the world. Now she is in a race against time to re-imprison Set and save the world. With a brand new inventory system that combines items to solve puzzles or improve weapons, includes flashlight, binoculars, crossbow; you can pole and rope climb; enemies are smarter. *IBM Requires: Windows '95, Pen 233, 4spCD-ROM.* **IBM - $90.00**

Prima's Official Strategy Guide to Tomb Raider Last Revelation $22.50



Tomb Raider The Last Revelation

TOTAL ANNIHILATION: Kingdoms Cavedog

Total Annihilation goes fantasy! This is an epic campaign to conquer the land of Darien. Play as the monarch of one of four unique civilization, each with its own combat strategies. Command vast armies of skeletal archers, dragon riders, mighty wizards, ships of war, fantasy beasts. Campaign through 3D environments that include forests, marshes, hills, swamps. Lay siege to castles and cities. *IBM Requires: Windows '95, Pen 233, 32mbRAM, 4spCD-ROM, 16 bit SVGA.* **IBM - $90.00**

ULTIMA COLLECTION Origin

A special selection of 10 Ultima games, being Ultima I, II, III, IV, V, VI, VII, VII Part 2, VIII, and Akalabeth. Also a sixteen page Ultima Atlas, and exclusive interviews! *IBM Requires: 486/33, 4mbRAM, 4spCD-ROM.* **$30.00**

ULTIMA ONLINE Second Age Origin

Get online and immerse yourself in the adventure of a lifetime in this world with spells and monsters, quests and heroes. A living growing world where thousands of real people discover fantasy and adventure. The world is persistant. Life goes on and events transpire whether you're logged in or not. Offers unprecedented freedom for you to seek out your own destiny. Craft weapons, tame wild animals, build a house, run a shop, quest for treasure, delve into dungeons – true roleplaying where your only limitation is your imagination. You need a connection to the internet to play this game, as it is a live game which you access through a connection to the internet. It cannot be played alone on your computer like other games. *IBM Requires: Pen 166, Windows '95, 383mb hard disk space, 16mbRAM, modem, 2mbSVGA.* **IBM - $75.00**

Ultima Online Hint Book The official Ultima Online hintbook. **$30.00**

ULTIMA IX: ASCENSION Dragon Edition Origin

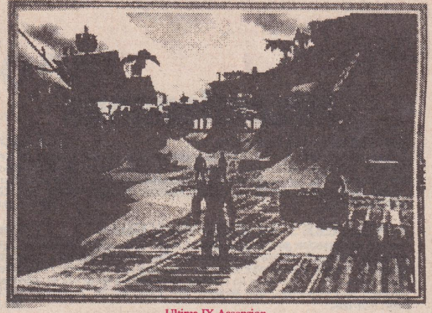
Complete immersion into the rich fantasy world of Britannia in this ninth and final game in the series. You have to save Britannia from the evil Guardian who has devastated the landscape and corrupted the eight sacred virtues. You can buy and trade goods in the capital city, seek the wisdom of the mages in Moonglow, visit distant exotic ports, fight fantastical creatures, encounter massive dragons. There are over 60 unique creatures, over 200 characters all with full speech. Great music, day and night cycles, weather, 45 different spells, etc! *IBM Requires: Windows '95, Pen II 266, 64mbRAM, 8spCD-ROM, 8mb3D card, SVGA.* **IBM - $90.00**

ULTIMATE POWER PACK 3 Various

Contains three games, Dungeon Keeper, KKND and Warhammer Dark Omen. *IBM Requires: Pen 120, 16mbRAM, Windows '95, 4spCD-ROM.* **IBM - $30.00**

VAMPIRE: the Masquerade -Redemption Mecca

White Wolf's Vampire: The Masquerade becomes a 3D adventure. Begins in the 1100s, with your character then going into an 800-year long vampire hibernation, and waking in our current day. Lead a party of up to four characters, combat has many options, especially giving different ways to kill other vampires. *IBM Requires: Pen II 200, 32mbRAM, 8spCD-ROM, 2mbSVGA, Windows '95. Due Feb.* **IBM - $90.00**



Ultima IX Ascension

WARCRAFT Orcs Vs Humans Blizzard

The original Warcraft, a fantasy wargame in the style of *Red Alert*. Fight two campaigns, one as humans, one as orcs, in over 20 scenarios. Also has a further 20 scenarios that can be edited. *IBM Requires: 386/20, VGA, CD, 4mbRAM.* **$20.00**

WARCRAFT II Tides of Darkness Blizzard

Return to the world of WarCraft, where the battle between the evil orcs or noble humans rages on. With powerful new allies, terrifying new creatures and ingenious new weaponry, the struggle for the domination of Azeroth continues, Supports 2-8 players via network, one player against the computer, or two players via modem or null-modem, has a map builder, command new weapons of war including dragons, submarines, air-balloons, elven archers, griffins, battleships, and death knights. There are 28 campaign scenarios, enhanced AI, etc. And the new weapon types look great, human galleys with full sails, strange orc ships, subs, etc. *IBM Requires: SVGA, 486/33+, CD-ROM, 8mbRAM.* **IBM - $30.00**

WARCRAFT BATTLE CHEST A massive boxed set that includes Warcraft I, Warcraft II plus Warcraft II Expansion set Set. **$50.00**

WARCRAFT II Battle.net Edition Contains Warcraft II and Expansion plus the new Battle.net multiplayer mode for each. These allow you free gaming on the internet (you still have to pay normal internet charges) on over 100 new battlefields, improved combat controls, etc. *IBM Requires: Pen 60, 16mbRAM, Multiplayer requires 14.4 kbps modem or internet access.* **$50.00**

WARLORDS III DARKLORDS RISING SSG

A pall of unspeakable evil, merciless slaughter and unbridled destruction has fallen across the realm of Etheria. Will you be able to stop their unholy juggernaut? 4 new campaigns and 15 stand-alone scenarios, plus the previous campaign and scenarios from the previous edition. Also features advanced AI, 9 new multiplayer games, 5 new heroes (making a total of 15), 31 new units (making a total of 95), cast 19 new spells, 9 new abilities, enhanced random map generator, revolutionary simultaneous movement enables you to charge, do battle and retreat, all in real-time. A fully functional map, item and campaign editor. *IBM Requires: Win'95, Pentium 75, 16mbRAM, 4sp CD-ROM, hard disk, SVGA.* **IBM - $70.00**

WHEEL OF TIME Legend

Based on Robert Jordan's famous novels. This is a first person action/strategy game with story-rich elements set in a lush, high resolution universe of mystery and wonder. A single player quest through mystical and expansive environments. Unique multiplayer dynamics with three game types. All with strategic spell combat. Beautiful graphics. Over 40 spells and artifacts, including fireballs, lightning, disguise, healing, levitation, decay, etc. *IBM Requires: Pen 200, 32mbRAM, Windows '95.* **IBM - $90.00**

XENA: Warrior Princess MPM

A 3D animated adventure. Bacchus has spawned an army of fanged vixens, the Bacchae, and they are attacking and recruiting young village girls and killing everyone else. Xena, Gabrielle and Joxer must find out why Bacchus has turned evil, and stop him before its too late. *IBM Requires: Pen 166, 32mbRAM, Windows '95, 8spCD-ROM, 2mbSVGA, 16bit Sound Card.* **IBM - $30.00**

Advanced Dungeons & Dragons

AD&D BALDUR'S GATE Interplay

Baldur's Gate takes you back to the Forgotten Realms campaign setting using a *Diablo*-style game system. This is a huge game world with a multi-CD set filled with nearly 10,000 scrolling game scenes, all fully rendered in lush 16-bit SVGA graphics. Has a gripping non-linear adventure that spans seven chapters, with dozens of subplots that branch in and out of the main scenario. Your decisions affect subsequent chapters and the entire game world as a whole. The transparent interface can be modified to play in a turn based fashion if you desire. Explore hundreds of intricately rendered buildings and structures. Fight over 60 different types of monsters, view characters in exquisit detail, use over 100 spells, features real-time environmental effects such as rain, snow, lightning, fog, daylight and nightime; create your character from one of six races and 26 different professions, and guide a party of up to 5 characters. *IBM Requires: Pen 166, Win'95, 4spCD-ROM, 16bm RAM, 2mbSVGA.* **$50.00**

Baldur's Gate Official Strategy Guide $40.00

BALDUR'S GATE Tales of the Sword Coast Continue your adventures with the character you used in Baldur's Gate, join up with new friends or meet old enemies, actions in the original game will impact events in this expansion, more powerful spells, talkative NPCs, multiplayer support. **$40.00**

Tales of the Sword Coast Official Strategy Guide $45.00

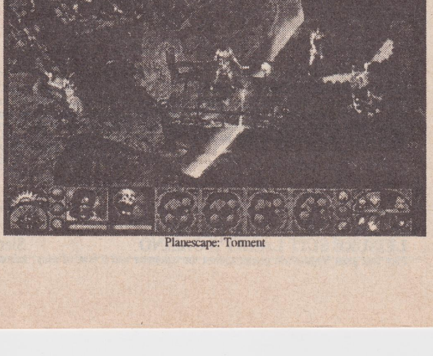
Baldur's Gate Collection Contains Baldur's Gate and Tales of the Sword Coast. *Requires: Pen 166, 16mbRAM, 4spCD-ROM, 2mbSVGA.* **IBM - $75.00**

AD&D BIRTHRIGHT: The Gorgon's Alliance SSI

Role playing in the AD&D Birthright. The Gorgon builds his power through bloodtheft - killing the kings of Anuire and consuming their divinely-granted bloodlines. You must command heroes, wizards and mighty armies to stop him. With role playing, battle-strategy and real time combat. Bright, 3D graphics bring the magical land of Anuire to life. 34 interactive characters and multiple variations make for amazing depth of play. You encounter treasures, resources, allies, and foes, including the Spider King, the Gorgorn. Players can choose to play a thoughtful, turn-based game or a fast paced, real-time game. *IBM Requires: 486/66, CD-ROM, Win'95, 8megRAM.* **IBM - $50.00**

AD&D PLANESCAPE: Torment. SSI

Set in the city of Sigil, but you can also visit the other planes.You play a scarred, amnesiac immortal in search of his identity. You must discover the secret of your death and rebirth. Your own actions define your character's character, not a character generation screen. Explore Sigil, a vast city of magic and industry. Manage an adventuring party of the strangest allies. This is *not* a game which you have to play for 20 hours before you can cast spells. You are a power to be *reckoned* with (as is most everybody else in Sigil!) *IBM Requires: Pen 200 MMX, Windows '95, 32mbRAM, 8spCD-ROM, 4mbSVGA.* **IBM - $90.00**



Planescape: Torment

AD&D Forgotten Realms Archives Silver Edition SSI

Includes 13 Forgotten Realms computer games, plus a demo for Baldur's Gate. You get Eye of the Beholder I, II, III; Pool of Radiance, Secret of the Silver Blades, Pools of Darkness, Curse of the Azure Bonds; Gateway to the Savage Frontier, Treasures of the Savage Frontier, Hillsfar, Dungeon Hack, Menzoberranzan, Blood & Magic. *IBM Requires: Pen 166, 2mbSVGA, 16mbRAM, 4spCD-ROM.* **IBM - $75.00**

Miscellaneous

Ace Ventura: Pet Detective BDE

An animated adventure. All the zoo is a buzz with the latest shocking crime of the serial shaver. Ace Ventura, Pet Detective, needs your help to save the animals in this furious hair raising tale. The psycho shaver must be stopped before every animal in the zoo is cropped. *IBM Requires: Pen 166, 32mbRAM, Windows '95, 8spCD-ROM, 2mbSVGA, 16bit Sound Card.* **IBM - $30.00**

ADVENTURE 3 Out of This World Games Wolf

Contains three complete games: *Space Quest 6 Roger Wilco*, where Roger Wilco fights grime and battles evil adversaries; *Lighthouse*, where you pass through a shimmering portal into a world teeming with invention, discovery, and evil. And *Police Quest: Open Season;* where someone is on a killing spree and it's up to you to solve these seemingly random murders. *IBM Requires: Win 3.1+, 486/66, 12mbRAM, 2spCD-ROM, hard disk.* **$50.00**

AUSTIN POWERS Operation Trivia Sierra

The Shagadelic Pop-Culture party game. Team up with Austin Powers or Dr Evil. Test your knowledge of pop culture trivia from the '60s through the '90s, including questions based on the Austin Powers movies. Includes hundreds of groovy questions for hours of play. For 1 or 2 players, or teams. *IBM Requires: Windows '95, Pen 90, 16mbRAM, 4spCD-ROM, SVGA.* **IBM - $50.00**

CLUEDO Murder at Blackwell Grange Hasbro

The classic boardgame now a computer game! Play dectective and solve a dastardly crime in a brand new cluedo mystery. Whodunnit? Where? And with what? See the famous characters come to life through stunning animations. Features classic Cluedo gameplay, chilling sound effects, beautifully rendered 3D characters from the board game, solo and multiplayer modes, playable over LAN, modem or internet. *IBM Requires: Pen 133, Windows '95, 16mbRAM, 4spCD-ROM, 1mbSVGA.* **IBM - $50**

Cluedo Chronicles: Fatal Illusion Hasbro

Episode 1 of the Cluedo Chronicles Mystery Series; an expansive, richly detailed world where yo actually solve the crime. Set in 1938, on board a private yacht owned by the wealthy and eccentric Mr Masque, who is soon murdered on the voyage. Features rich 3-D animation and stunning graphics. You also visit a mountaintop castle retreat and a cable car ride. You have to solve puzzles and mini-mysteries. *IBM Requires: Windows '95, Pen 133, 16mbRAM, 2mbSVGA, 8spCD-ROM.* **IBM - $75.00**

Sierra's COMPLETE CHESS Sierra

A great chess game that teaches you chess step by step. It also has Power Chess where you compete against the King. If he's winning, he gets cocky. If he's losing, he panics and takes crazy chances. He remembers your tactics and never falls for the same thing twice. And Extreme Chess analyzes your games, helping you to study and learn from your past games against the computer. *IBM Requires: Pen, 16mbRAM, SVGA.* **$40.00**

COMPLETE SPACE & ASTRONOMY CounterTop

Includes five titles: *Journey to the Planets*, over 800 images and illustrations, video etc of exploration of our solar system; *The Grand Cosmos*, a great screen saver; *History of the Universe*, with 50 animations and 70,000 words of text, questions and answers; *Apollo 13 Race Against Time*, a complete recreation of that disastrous voyage; and *Amazing Universe III*, 550 images taken by spacecraft and observatories. *IBM Requires: Windows, 8mbRAM, 2spCD-ROM.* **$85.00**

CRICKET WORLD CUP EA Sports

Play at the real world cup grounds. Full squad lists from all 12 World Cup nations. Unlimited 3D TV-style perspectives. With ball physics, choice of action, simulation and captain's real mode, over 600 motion captured moves, no hard edged polygons, Super Six Series or One Day events, etc. *IBM Requires: Windows '95, Pen 166, 32mbRAM, 4spCD-ROM, 4mbSVGA.* **IBM - $30.00**

FIFA 2000 EA Sports

With 15 of the world's great leagues and over 40 of the best international teams. Also classic teams – 42 of the best teams of the past century. Has increased physical contact such as player collisions, tougher tackling; new shielding ability allows precise ball control, and user selectable options to give you more control. *IBM Requires: Windows '95, Pen 133, 32mbRAM, 2mbSVGA.* **IBM - $70.00**

FLIGHT III Unlimited LookingGlass

The risks and rewards of real flights. With realistic weather, downdrafts, turbulence, crowded air corridors; air traffic control; complete interactive reconstruction of over 60 real airports; 10 blueprint-quality aircraft; fly over thousands of miles of terrain spanning the entire western USA; create your own cities and airports. *IBM Requires: Windows '95, Pen 233, 32mbRAM, 4spCD-ROM.* **IBM - $75.00**

FLIGHT SIMULATOR 2000 Microsoft

Presents breathtaking 3D landscapes and a larger fleet with two new aircraft to fly than previous editions. With over 20,000 airports, you can land just about anywhere in the world. With new 3D models, detailed instrument panels, download current weather reports and the game will generate clouds, precipitation, thunderstorms, etc. Over 50 cities to fly over/to. Detailed printed manual and reference guide. *IBM Requires: Pen 166, Windows '95, 32mbRAM, 4spCD-ROM, 16bitSVGA.* **IBM - $90.00**

FLY! TR

The ultimate flight simulator for beginners to experts. Features audible air traffic control so you can interact with the tower for approach and departure, beginners can get a quick-start; the world is yours to fly, cross country to cross continent. Fly by day or by night, in real-time, or accelerated time. *IBM Requires: Windows '95, Pen 200, 4spCD-ROM, 32mbRAM, 800x600 16bitSVGA.* **IBM - $50.00**

GRAND THEFT AUTO + MISSION PACK Take2

Contains the Grand Theft Auto game plus Mission Pack # 1, which adds Lond 1969. The game is presented as a top-down racing car game where you race at breakneck speed through an immense living city out-running and out-witting rival gang members, mercs, hired killers and the police. Open ended mission structures, no limitations. London 1969 adds 32 new missions and 30 new vehicles. *IBM Requires: 486/100, 16mbRAM, 1mbSVGA.* **IBM - $60.00**

GRAND THEFT AUTO 2 Take2

Seven ruthless gangs are involved in a brutal power struggle. Earn and maintain the respect of gangs to get the best jobs and special favors. Or, play the gangs off against each other in turf wars. Completely open and non-linear game play lets you go anywhere and steal anything. Over 120 vehicles. Fully reactive urban environment which responds to y our every move. Multiplayer support across LAN networks or Internet. *IBM Requires: Pen 200, 32mbRAM, 3Daccel.* **$90.00**

HOYLE BATTLING SHIPS & WAR Sierra

Features two games, Battling Ships, which is basically the classic *Battleships* game where two players sit on either side of a shielded game board, calling out squares on their opponent's board, trying to find and sink his ships. Of course, this time the game is animated. And the second game is the classic card game War, also animated. *IBM Requires: Windows '95, 486/66, 2spCD.* **IBM - $50.00**

HOYLE BOARD GAMES Sierra

Has fourteen popular board games that you know and love. They are Battling Ships, Mancala, Reversi, Backgammon, Chess, Line'em Up, Dominoes, Snakes & Ladders, Checkers, Placer Racer, Pachisi, Yacht, Chinese Checkers, Zen Bones, and three bonus card games. Play solo, with friends on one computer, or on the Internet. Change backgrounds and music to suit you. You control your animated opponent's skill level. *IBM Requires: 486/66, 8mbRAM, SVGA, 2spCD, Windows '95.* **IBM - $40.00**

Indiana Jones and the Infernal Machine LucasArts

A *Tombraider*-style 3D adventure game. Set in 1947 after the defeat of the Nazis. Soviet agents are sniffing around the ruins of the Tower of Babel, and Indiana Jones is sent to find out what they are looking for. Whip, leap, crawl and swing your way through amazing 3D environments, 17 chapters of gripping action packed story, go up against critters, robots, weird monsters, half the Red Army, and of course snakes. *IBM Requires: Windows '95, Pen 200, 32mbRAM, 4mb3Daccel, 4spCD.* **IBM - $75.00**

Prima's Official Strategy Guide to Indiana Jones & Infernal Machine **$22.50**

International Cricket Captain 2 empire sport

Captain any team in the World Cup. Captain England or go on tour to play against local sides and Test teams around the world. Hire staff, sign players, choose your team, decide match tactics. Play ball-by-ball or over-by-over. 1999 statistics of almost every player in the First Class Game. *IBM Requires: P75, 16mbRAM, SVGA.* **IBM - $75.00**

Interplay's 15th Anniversary Anthology Interplay

This six CD anthology contains the complete games of Battle Chess, Beat the House, Castles II, Conquest of the New World Deluxe, Descent, Dragon Wars, Fallout, Norse by Norsewest, MAX, Redneck Rampage, Shattered Steel, Solitaire Deluxe, Stonekeep, Virtual Pool and Whiplash. *IBM Requires: 32mbRAM, 1mbSVGA, Pen 90.* **$75.00**

LEISURE SUIT LARRY'S CASINO Sierra

Play five great Vegas-style games against the computer and a host of zany, animated characters from Larry's past lives. Games included are Blackjack, Roulette, Craps, Poker, Slots, and 3 bonus games. *IBM Requires: Pen 90, 16mbRAM.* **IBM - $20.00**

KINGPIN Life of Crime Xatrix

An gory and violent game that comes with a low-level violence option if required. Built upon the Quake II engine, you recruit a gang of thugs and rule the streets. Your gang will follow yon on a big job, back you up in a fight, etc. As you move up in the crime world, you will eventually go head to head against Kingpin and his gang. You can talk to other characters, the local pawn-o-matic has the weapons you need if you have the cash, you can even kill enemies with a single head shot. *IBM Requires: Windows '95, Pen II 233, 64mbRAM, 4spCD-ROM, 3Daccel.* **IBM - $75.00**

MONKEY ISLAND MADNESS LucasArts

In the tradition of true Lucas Arts humor and classic graphics adventures, the Monkey Island series is brought together for the first time to create a truly unique collectors pack. This exciting pack contains The Secret of Monkey Island, Monkey Island II, and a demo of Monkey Island III. *IBM Requires: Win '95, Pentium 90, 16mbRAM, 4spCD-ROM, SVGA.* **$30.00**

MONOPOLY Hasbro

Watch the famous game come to life with superb 3D animations. With great soundtrack, over 800 high-res animations: watch as tokens skip, race and gallop around the board; play over the internet, pit your wits against the computer. There are up to 5 computer opponents, and you can customize their behaviour and playing style. Suitable for children and adults. Up to six humans can hot-seat on the one computer. *IBM Requires: 486/33+, 8mbRAM, Windows '95.* **Playstation - $90.00** **IBM - $50.00**

NBA LIVE 2000 EA Sports

All-Star teams from each of the five past decades. Play with Michael Jordan – go 1-on-1 in a street court duel or play him on a Legends team. Enhanced player animations. New color commentary, multiple camera angles, full NBA draft and total team management. You can download you & your friends' faces to create a team of yourselves! *IBM Requires: Windows '95, Pen 166, 4spCD-ROM, 32mbRAM, 4mbSVGA.* **IBM - $70.00**

NEED FOR SPEED High Stakes EA

Race on both sides of the law with Hot Pursuit Mode and Face the Consequences. Download free cars from the website, race on 18 real world tracks, glide and 3D support, 21 licenced cars to drive. *IBM Requires: Pen 166, Windows '95, 16mbRAM, 4spCD-ROM, 1mbSVGA.* **IBM - $50.00**

NHL '00 EA

The most realistic hockey game ever made. With bigger bodychecks, harder shots, new shooting meter, improved AI gives smarter goalies and players, new beginner level, awesome 3D graphics and sound, updated 1998-99 NHL stats, rosters, multiple seasons, international play, head-to-head modem & LAN competition, etc. *Requires: Win'95, Pentium 166, 4spCD-ROM, 16mbRAM, hard disk.* **$50.00**

POLICE QUEST SWAT 2 Sierra

Keep the peace. Build the ultimate SWAT team or the deadliest terrorist organization. Choose from 100 SWAT officers or 100 terrorists. Undergo actual SWAT tactics and markmanship training, then strap on the Kevlar for real. Adversaries pursue their criminal agenda while reacting to your every move. With 15 SWAT and 15 terrorist missions, (even create your own), K-9 units, explosive experts, snipers, helicopters, armored vehicles, heaps of weapons, supports multiplayer. *IBM Requires: Pentium 133, 16mbRAM, 4spCD-ROM, SVGA, hard disk, Win'95.* **$30.00**

Prima's Official Strategy Guide to Police Quest SWAT 2 **$30.00**

POKEMON Gotta Make'em all! TLC

It is not a game, but it helps you to make your own Pokemon cards, stickers, key chains, certificates, signs, tattoos, photo albums, photo frames, posters, stationery, etc. You can make and Pokemize over 250 projects with over 600 different Pokemon designs. Just choose the project, choose your Pokemon, and print them out. There are two versions, please specify which one you want: Red Version and Blue Version. Each has 81 of the 151 Pokemon. *IBM Requires: Windows '95, Pen 100, 16mbRAM, SVGA, 2spCD-ROM.* **IBM - $50.00 for Red Version, $50.00 for Blue Version**

RAILROAD TYCOON Deluxe Microprose

Another reprinted classic. The game of railroad building in the 1800s, by Sid Meier. Build your own railroad in six world regions, four parts of America, Europe and Africa. Control 32 types of trains, each with its own speed and characteristics. *IBM Requires: 486+, CD-ROM, 4megRAM.* **$22.00**

RAILROAD TYCOON II Microprose

Completely re-done with stunning 3D graphics. From the year 1804 to 2000. This is a real railroad game, not just a strategy game that happens to involve railroads. Everything is authentic, from the period video and pictures interlaced within the game to the design and interface. AI opponents are based on real people, and all the maps are real, based on satellite photos. The 18 scenario campaign lets you re-create history's greatest railroading feats and failures. Sandbox mode for noncompetitive play. Sophisticated stock market with margin buying, short selling and hostile takeovers. Integrated map editor lets you build your own worlds. 34 different cargos and 59 engines from around the world. *IBM Requires: 800x600, 16bit SVGA, Pen 133, 16mbRAM, 4spCD-ROM.* **IBM - $60.00**

The Second Century Expansion Pack In the passage from 1939 – 1950, stop along the way to do y our part for the war, deliver troops and supplies, rebuild the British rail system after its destruction in the Blitz, protect Mother Russia from advancing Germans. Also the future rail system, 2005 – 2030. **IBM - $40.00**

RAILROAD TYCOON II Gold Edition Contains Railroad Tycoon II, the Second Century Expansion Pack, plus 12 all new scenarios. **IBM - $90.00**

Tom Clancy's ruthless.com RedStorm

This is a simultaneous turn-based strategy game that lets you build a corporation atop the bodies of your competition. Use thugs, hackers or the occasional lawyer to get what you want, the way you want it. You don't need ethics, just greed, ego and a few wicked instincts. Incredible multiplayer component. With campaign, scenario or multiplayer play. Dementedly dark artwork of over 100 characters. *IBM Requires: Windows '95, Pen 120, 16mbRAM, 4spCD-ROM.* **IBM – $30.00**

SCRABBLE Mattel

Play Classic or Duplicate Scrabble. Features three different board styles, word search and hint functions, play via modem or network, 4 different skill settings, 4 levels of vocabulary. *IBM Requires: Pen 90, 8mbRAM, Windows '95.* **IBM - $55.00**

SIERRA'S QUEST Series Volume One Sierra

Contains four classic games from Sierra, *Kings QuestVII, Police Quest: SWAT, Space Quest 6 Roger Wilco, Quest for Glory: Shadows of Darkness.486/66.* **IBM - $80.00**

SIMCITY 2000 CD Collection MAX

This set includes SIMCITY 2000, the Urban Renewal Kit, Scenarios Vol 1, and Bonus Cities and Scenarios. Requires: IBM 386 or better, 4 meg RAM, hard disk, VGA, CD-ROM. **IBM - $30.00**

SIMCITY 3000 Australian Limited Edition MAX

You're in charge of creating an entire city from the ground-up, and the sky is the limit. But your power does not stop at construction. You'll manage everything from budgets to bulldozers, taxes to tornades. Trade resources with neighbouring cities or swindle them mercilessly. Import your favorite Simcity 2000 cities. You can completely design your own buildings. New close-up zoom levels put your sims under the microscope. Real landmarks let you add a piece of Australia or a measure of Sydney, such as the Sydney Opera House. *IBM Requires: Pen 166, 32mbRAM, 4spCD-ROM, 2mbSVGA.* **IBM - $50.00**

Simcity 3000 Prima's Official Strategy Guide **$30.00**

SOUTH PARK Official PC Game Acclaim

A giant comet is heading towards South Park and it's up to you to save the. This is a first person adventure, a little like *Quake*, except with South Park style graphics. With a cow-launcher, authentic voices, play as any South Park character, big evil clones, etc. *IBM Requires: Pen II 266, 32mbRAM, 4spCD-ROM, Wind.* **$50.00**

South Park Official Strategy Guide **$30.00**

SOUTH PARK Screen Saver Telstar

Features South Park animated screen savers, a daily rotating calendar, cool facts about the characters, wallpapers, sound files, icons, etc. *Pen 90.* **IBM - $45.00**

STARSHOT Space Circus Fever Infogrames

A totally whacky humorous adventure as you ride along with Starshot, the star juggler of the Space Circus. Your courage and skill will be tested as you try to overcome Wolfgang the diabolical director. This 3D animated adventure includes total freedom of movement inside a world of sumptuous 3D graphics; Starshot can walk, run, talk, swim, fly, jump, all while juggling stars! Over 300 characters. Looks very weird. *IBM Requires: Pen 200 or Pen 133+3Dfx, 32mbRAM, 8spCD, SVGA, Wind.* **IBM - $75.00**

STAR WARS Episode I Insider's Guide LucasArts

From in-depth character profiles to cinematic secrets, with exclusive interviews with George Lucas, 2,000 + images, theatrical trailers, selected film footage, over 300 pieces of original art, including rotating 3D models of major vehicles and craft, hundreds of trivia questions, etc. *IBM Requires: Pen 133, 16mbRAM.* **IBM - $50.00**

STAR WARS MONOPOLY Hasbro

The classic Monopoly game but set in the Star Wars universe. You can play any of the major characters, who move about the board in full motion, all new dialogue, over 150 film clips, great new 3D board and graphics, and up to six human players can play. *IBM Requires: Pentium 90, Win'95, 16mbRAM, 4spCD-ROM.* **$80.00**

STREET WARS Constructor Underworld Studio 3

A mafia real-time strategy game. A step by step tutorial makes everything from building a business to whacking an opposing boss as easy as 'A,B,C'. Five completely different cities each with multiple missions and sub-plots. More than 40 unique and upgradable building types such as saloons, nightclubs, brothels. Using your motley collection of gangsters, fixers, thugs, undesirables and tenants, you need to wrest control of building after building until you have a cut of every illegal operation in the city. *IBM Requires: Pen 166, Windows '95, 16mbRAM, 2mbGraphics Card, 4spCD-ROM.* **IBM - $90.00**

SWAT 3 Close Quarters Battle Sierra

Set in Los Angeles in 2005. In the next seven days, representatives from all around the world willl come here to sign the United Nations nuclear abolishment treaty. Its up to the LAPD SWAT to protect these dignitaries. You lead a five-man entry team, and systematically search each environment in a stunning 3D presentation. Choose either mission or career mode in 16 stunning settings with over 150 characters. Each mission based on real LA. You have a huge arsenal of weapons and equipment. *IBM Requires: Pen 233, 32mbRAM, 4spCD-ROM, 4mbSVGA 800 x 600.* **IBM - $90.00**

THEME PARK WORLD Bullfrog

An all new Theme Park that lets you not only design, build and manage your own theme park, but now you can also ride all of these rides that you created in a realistic first person mode. You can also invent even better attractions and facilities, and you can publish your park online, and visit other peoples parks too. *IBM Requires: Pen MMX 200, 32mbRAM, 4mbSVGA, Windows '95, 4spCD-ROM.* **IBM - $50.00**

TRAITOR'S GATE MicroProse

The head of the European desk of ORPHIA has defected, taking with him a number of classified files. He plans to use these documents to help steal the British Crown Jewels. Rather than alert the British Government of this disaster, the Pentagon has sent you to infiltrate the Tower of London and replace the real Crown Jewels with a duplicate that has a tracking device that will lead us to the defector's hideaway. *IBM Requires: Pen 100, 32mbRAM, 8spCD-ROM, SVGA, Windows '95.* **IBM - $80.00**

TRANSPORT TYCOON MicroProse

Construct complex road-rail-air-sea networks to shift cargo, goods and passengers through the most lucrative routes on massive SVGA 3D isometric world maps. Build stations, docks and airports and make money by connecting areas requiring transport services. Also the world editor that lets you build new worlds from scratch, including an alternative Martian landscape! *IBM Requires 386+, SVGA, 2spCD-ROM, 4mbRAM, hard disk.* **$20.00**

THE CD-ROM GAME OF LIFE Hasbro

The classic family board game comes to the PC! The aim of the game is of course, to make more money than you ever dreamed possible. To achieve this you must travel the road of life making crucial decisions to outwit and out-wealth your competitors. Choose college or career, get married, start a family, buy a house, etc. With hundreds of dynamic animations. *IBM Requires: Windows '95, Pen 90, 16mbRAM, 4spCD-ROM, SVGA.* **IBM - $50.00**

THE CURSE OF MONKEY ISLAND Lucas

Third in the legendary Monkey Island series of graphic adventures. With film quality animation, voice, sound and music - the undead come to life before your very eyes. Incredible high-res 640x480 graphics, 30 plus hours of gameplay. *IBM Requires: Pentium 90, Win'95, 16mbRAM, 4spCD-ROM, SVGA.* **$80.00**

THE LUCAS ARTS ARCHIVES Vol I LUC

Four complete games and a screen saver. *Indiana Jones and the Fate of Atlantis*, where India needs to stop the Nazis getting their hands on the thing that sank Atlantis. *Sam & Max Hit the Road*, twisted comic humor, *Star Wars Rebel Assault*, described in the SF section, *Day of the Tentacle*, a brilliant comic spoof, and a Star Wars screen saver. *IBM Requires: 386/33, CD-ROM, 4mbRAM, VGA.* **IBM - $60.00**

THE LUCAS ARTS ARCHIVES Vol III LUC

Six complete games: *Star Wars Dark Forces I, Monkey Island Madness I* and *II, The 7Dig, Full Throttle, Afterlife*, and a CD of demos. *IBM Requires: 486/66, CD-ROM, 8mbRAM, SVGA.* **IBM - $80.00**

THE NEXT TETRIS Atari

All the fast paced action and strategy of the original game plus new 3D graphics, wobble blocks, breakaway bricks, and special gravity effects. *IBM Requires: Windows '95, Pen 133, 2mbSVGA, 4spCD-ROM.* **IBM - $50.00**

TIGER WOODS '99 PGA TOUR GOLF EA Sports

Golf, Tiger Woods style. Be him or beat him. 18 holes in under 30 minutes - unparalleled real-time 3D acceleration keeps you playing, not waiting. Features eye-popping 3D golf, full-screen full-motion 3D ball cam and rich 3D graphics. Create a custom player profile that reflects your real abilities and play a round on a world class course. An analog swing based on rhythm and timing. Tiger gives you exclusive tips to improve your game in the game and for real. *IBM Requires: Win'95, Pentium 133, 32mbRAM, hard disk, 4spCD-ROM, SVGA/* **IBM - $40.00**

TOTALLY MAD Broderbund

Every issue of Mad magazine ever produced is contained on this 7 CD-ROM set, that's over 500 issues. Also desktop themes, images of bonus items. *IBM Requires: Windows '95, Pen 90, 32mbRAM, SVGA.* **IBM - $140.00**

Trivial Pursuit Hasbro

The latest and most addictive version of the world's favorite game. With over 1,000 questions, each accompanied by a high-quality video clip in full color; unique soundtrack, superb in-game animations, and two game modes – the boardgame, or a fast play version which bombards you with questions. *IBM Requires: 486/33, 8mbRAM, Windows, VGA.* **IBM - $30.00**

Trivial Pursuit A Thousand Years of Trivia Hasbro

Celebrate a thousand years of trivia as we enter the new Millennium by reviewing the people and events that have got us to where we are today. With 2,000 new questions, in three versions: Classic Pursuit as you make your way around the board; Party Pursuit where you have to 'buzz' that you know the answer; and Point Pursuit, as you race agains the clock. *IBM Requires: Windows '95, Pen 166, 16mbRAM.* **IBM - $75.00**

TYCOON COLLECTION Microprose

Includes Railroad Tycoon II, Rollercoaster Tycoon and Transport Tycoon Deluxe. *IBM Requires: Pen 200, 32mbRAM, Windows '95, SVGA.* **IBM – $90.00**

EA Sports Triple Play 2000 EA

This is power baseball. Features enhanced gameplay control including new mouse control. Single game, home run challenge, season and playoff game mode. More camera angles, all Major League Baseball teams, stadiums and uniforms. 1999 team schedules and rosters. *IBM Requires: Pen 166, 16mbRAM, Windows '95.* **IBM - $50.00**

EA The F.A. Premier League Stars EA

The stars, rivalries and passion of the world's most exciting soccer league. Has all the real FA Premier League clubs and kits, all the real FA Premier League Stadiums, and all of the stars. All the power is in your hands with the brand new *Stars* concept. Win games, earn *Stars* and improve your players in ten important footballing skills such as passing, shooting and tackling. *IBM Requires: Pen 166, 32mbRAM, Wind.* **IBM - $50**

ULTIMATE SIM PACK Maxis

Contains Sim City 2000, Sim Earth and Sim Farm. Wow. *IBM Requires: 486, SVGA, 8bmRAM, 2spCD-ROM.* **IBM - $75.00**

WCW NITRO EA Sports

World Championship Wrestling. Take on the superstars of WCW and the NWO. Fight in arenas from WCW's biggest events, plus tons of hidden arenas, "run-in" characters, and brawling out of the ring. Over 60 WCW and NWO professional wrestlers. *IBM Requires: Windows '95, Pen 166, 16mbRAM, SVGA.* **IBM - $75.00**

WORMS Microprose

Contains the original Worms. Up to 16 can play on the one computer. *IBM Requires: 386/33, 2spCD, 4mbRAM.* **IBM - $22.50**

THE FULL WORMAGE - Collection Microprose

Includes *Worms and Reinforcements*, *Worms 2*, and *Worms Pinball.* **IBM - $75.00**

Faulty Programs

If you have received a faulty disk or CD for any reason - do not send it back to us! First, please ring us and we will tell you what must be done. In some cases we will give you the address of the company who distributes the game in Australia; and in other cases (especially with CDs) we will ask you to send the entire game back to us, and we will return it to the Australian distributor on you behalf. When they send us the replacement, we'll get it straight back to you.

Military Simulations

P.O. BOX 1164, MOORABBIN, VIC, 3189, AUSTRALIA
Phone (03) 9555 8886 from 8.00am - 4.30pm Fax (03) 9553 3339
Email Address: sales@milsims.com.au Web Site: www.milsims.com.au

MAIL ORDER FORM

To place an order, if possible, please fax this order form to us quoting your Mastercard, VISA or Bankcard. Our second preference is for you to Email us your order with your credit card details, or to ring us with your order and give your card details over the phone. Otherwise, please post your order to us quoting your card details, or, our last preference is for you to post your order to us with a cheque or money order. Do *not* send any cash through the mail.

When ordering, carefully print your first and second choices (in case your first choices are sold out) in the spaces provided. Items that are momentarily out of stock will be back-ordered (unless you specify otherwise), except in the case of items with a retail value of less than $5.00. In some cases a restock can take several months, if waiting for a product to be reprinted overseas. Back-orders can be cancelled and money refunded on request. Items on backorder purchased with credit cards will not be charged until the stock is actually sent. We will replace goods lost in transit if they are insured. The optional insurance cost is $3.50 for purchases of $100.00 or less, with an additional $1.00 required for each further $100.00 or part thereof. Magazine and new product subscriptions already include the cost of the postage. A new order form will be included with your order.

FIRST CHOICES Please list title, manufacturer and stock code if known	**Price**
SECOND CHOICES In case any first choices are unavailable	
MAGAZINE & NEW PRODUCT SUBSCRIPTIONS Please tick appropriate boxes on reverse side	

COMPUTER ORDERS ONLY

TYPE: **MEMORY:**

OFFICE USE ONLY

Received on:

Sent By:

Backorder Sent:

All Payments to be made to Military Simulations

SUB TOTAL:		
Freight & Handling:		$4.00
Overseas Mail:	+$10.00	
Registered Post:	+$1.00	
Insurance (See above)	+$3.50	
Ansett Express Or Express Post (Ansett cannot be delivered to PO Boxes.)	+$5.00	
Less Credit Notes (please attach to order)		
TOTAL:		

* Ansett orders to capital cities will be delivered on the next working day. Delivery to country locations usually takes two working days. Please give us your week-day address during business hours. Note that Ansett cannot deliver to PO Boxes or mail services etc. (We also do not offer Ansett to overseas orders.) All other orders will continue to be sent via our usual prompt courier or postal service.

Cheque/Money Order:........................
Bankcard/Mastercard/VISA:
....
Expiry Date ....
Signature..

Name............ ....
Street........... ....
Suburb/Town ....
State............. **Postcode**..............................
Telephone..... ....
Please include area code.

Magazine Subscriptions

CITADEL JOURNAL

Another quality production by Games Workshop, a half A4 sized magazine with heaps of articles on all of their games, including House Rules, scenarios, news, reviews, special characters, etc.

$15.00 for 1 issues ☐
$43.00 for 3 issues ☐
$80.00 for 6 issues ☐

COMMAND MAGAZINE

A top quality wargames magazine that contains a complete game in each issue as well as a full commentary of the topic of the game, plus numerous other articles regarding military history, from ancient to modern day. *Please note, however, that the game included is quite often a "bumper double-issue game", which when we send to you, counts as two copies of the magazine.* "Normal" issues normally contain one full color mapsheet and around 240 counters. The *"bumper"* issues have up to 2 maps and up to 1,000 counters.

$50.00 for 2 issues ☐
$135.00 for 6 issues ☐
$240.00 for 12 issues ☐

CRITICAL HIT MAGAZINE

Critical Hit is a company in the USA that produces a superb ASL magazine called *Critical Hit,* released twice a year. This magazine contains ASL scenarios plus heaps of articles covering all aspects of ASL.

$50.00 for 2 issues ☐
$90.00 for 4 issues ☐

DORK TOWER MAGAZINE/COMIC STRIP

Wecome to Dork Tower. Follow Matt, Igor, Ken and Carson the Muskrat as these geeks play roleplaying games together, and then try to fit into the real world.

$35.00 for 6 issues ☐
$63.00 for 12 issues ☐

DRAGON MAGAZINE

TSR's popular monthly magazine. The emphasis is on AD&D with a veritable treasure chest of articles, adventures for Forgotten Realms, Dark Sun, Dragonlance, Planescape, etc. Every issue includes such things as new spells, magic items, strange monsters, variant NPC classes, short stories, comics, game reviews on products from other companies too, and a broad selection of essays on gaming techniques & campaigns. Publication regularity is excellent.

$27.00 for 3 issue ☐
$51.00 for 6 issues ☐
$97.00 for 12 issues ☐

DUNGEON

TSR's bi-monthly publication specifically dedicated to AD&D adventures - with enough danger 'n' loot to satiate the wander-lust of any party. The player's quest for riches, fame & challenges is fulfilled with at lease four, moderate to exceptional quality, mini-modules per issue. Every game is complete, with all necessary maps & diagrams included. Some adventurs are campaign-specific, set in either the Dark Sun, Forgotten Realms, Ravenloft, or other such realms. Publication regularity is excellent.

$27.00 for 3 issues ☐
$48.00 for 6 issues ☐
$86.00 for 12 issues ☐

GANG WAR (Necromunda)

A new magazine by Games Workshop, devoted entirely to Necromunda. Each issue contains all kinds of new rules, scenarios, terrain making tips, etc. Some of the articles have appeared in the Citadel Journal.

$39.00 for 4 issues ☐
$70.00 for 8 issues ☐

INFERNO MAGAZINE

At long last, Games Workshop are releasing a new magazine that contains only fiction, covering their various universes. There are stories and comic strips, 3D city scapes, campaign maps, all from their Warhammer Fantasy, Warhammer 40,000, Necromunda, etc, worlds. We have in stock issues 2, 3, 5.

$10.00 for 1 issues ☐
$57.00 for 6 issues ☐
$108.00 for 12 issues ☐

INQUISITOR MAGAZINE

Inquisitor Magazine is made by Armorcast in the USA, and is a dedicted to Warhammer 40,000. It includes scenarios, articles, one issue had two complete Squat Army lists, (issue # 15 - still available), and also has data sheets for all manners or 40K titans and vehicles, including modified tanks!

$22.00 for 3 issues ☐
$40.00 for 6 issues ☐

KNIGHTS OF THE DINNER TABLE

The comic strip of a GM and his four players. You can also pre-order later issues, or make a subscription to the magazine, if you like.

$35.00 for 6 issues ☐
$63.00 for 12 issues ☐

We also have a number of other Knights of the Dinner Table publications:

Bundles of Trouble Vol 1 Compiles KOTDT Issues 1 - 3	**$18.00**
Bundles of Trouble Vol 2 Compiles KOTDT Issues 4 - 6	**$18.00**
Bundles of Trouble Vol 3 Compiles KOTDT Issues 7 - 9	**$18.00**
Tales from the Vault Vol 2 Compiles all the KOTDT strips which appeared in various magazines throughout 1997 and 1998.	**$18.00**

RIFTER MAGAZINE

By Palladium Books, this is up to 120 pages in length, and contains fiction, adventures, creatures, weapons, and so on, for all of Palladium's games, including Rifts, Palladium Fantasy, Heroes Unlimited, etc.

$45.00 for 3 issues ☐
$81.00 for 6 issues ☐

SCRYE: Collectable Trading Card Game Guide

A high quality 68 page magazine by ILM International, that specifically covers Collectable Trading Card Games. It includes complete rules for new games set to be released, such as X-Files, reviews of new releases, notes from designers, hints on building decks, strategies to use, and best of all, complete listings including price guide for all of the major Trading Card Games, for example, Vampire ES, Middle Earth the Wizards and Dragons, all the Magic the Gathering releases, Net Runner, Star Trek, Star Wars, etc!

$24.00 for 3 issues ☐
$43.00 for 6 issues ☐
$77.00 for 12 issues ☐

STRATEGY & TACTICS

A popular and long standing magazine tnat contains a complete game in each issue, with around 200 counters and one full color mapsheet. Each magazine includes a wealth of historical articles about military history, as well as a indepth article about the game's historical background. The rules however, normally tend to be complex. Games stretch from ancient to medieval to WW2 to modern, some being tactical simulations while others are great strategical simulations including several empires.

$33.00 for 1 issue ☐
$94.00 for 3 issues ☐
$178.00 for 6 issues ☐
$316.00 for 12 issues ☐

TOP DECK

Wizards of the Coast are no longer publishing Duelist, but to my knowledge, it will continue as a website publication. But to all intents and purposes, they have, replaced it with their new publication, Top Deck. This issue focuses on the ins and outs of the collector's market, from getting the best deal for your cards to anticipating demand. Plus, columns such as "Deck Deconstruction," "Deck Clinic," and "Magic: The Puzzling," as well as free cards on the odd occasion. No other magazine guarantees more than 20 pages of in-depth Magic: The Gathering coverage in every issue. Nor can any other magazine guarantee editorial support for *every* Wizard of the Coast trading card game.

$60.00 for 6 issues ☐
$100.00 for 12 issues ☐

WARHAMMER MONTHY

Games Workshop are now producing a comic that features stories from Warhammer 40,000, Epic Warhammer 40,000, Warhammer Fantasy, etc. Issue # 4, for example, starts a new strip about a Sister of Battle, continues the story of a Titan battling a world of orks, continues the story of a ship of Brothermarines, who stumble across a ship graveyard in space.

$5.00 for 1 issues ☐
$27.00 for 6 issues ☐
$50.00 for 12 issues ☐

WHITE DWARF

White Dwarf magazine has entered an entirely new format. Its now a 100 pages containing news, rules, and battle reports for all the latest releases from Games Workshop and Citadel, with tactics articles, painting and modelling articles, interviews, army features, plus every issue will now contain two sheets of card gaming "hardware" that you can cut out and use in your games. Wargear cards, data faxes etc are now available in top quanlity glossy cardboard! Note that Military Simulations often puts Games Workshop/Citadel discount vouchers with this magazine, redeemable only at Military Simulations.

$8.00 for 1 issue ☐
$24.00 for 3 issues ☐
$40.00 for 6 issues ☐
$80.00 for 12 issues ☐

New Product Subscriptions

NEW AD&D ITEMS

Military Simulations is now offering AD&D *new products* on subscriptions, which we will send to you as soon as they are released. If you wish to subscribe to new products, you must have a credit card. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free. (This offer does not include novels. See below for Novel Subscriptions).

Below are charged to your credit card

AD&D Core Rules - 6 items ☐ 10% disc
AD&D Core Rules - 12 items ☐ 10% disc
Forgotten Realms - 6 items ☐ 10% disc
Forgotten Realms - 12 items ☐ 10% disc
Ravenloft - 3 items ☐ 10% disc
Ravenloft - 6 items ☐ 10% disc

NEW AD&D NOVELS

Military Simulations is now offering subscriptions to novels as well as magazines. For this subscription we will send you each *new* AD&D novel from the category you choose. We will only send you softcover novels, not hardbacks.

$54.00 for 6 Forgotten Realms novels ☐
$91.00 for 12 Forgotten Realms novels ☐
$28.00 for 3 Dragonlance novels ☐
$54.00 for 6 Dragonlance novels ☐

ALTERNITY NOVELS

Military Simulations is now offering subscriptions to novels as well as magazines. For this subscription we will send you each *new* Alternity novel that TSR releases. They normally release around 3 - 6 new novels a year. I read the first Alternity novel, with over 370 pages, in three days. It was a great read. I recommend it.

$30.00 for 3 novels ☐
$54.00 for 6 novels ☐

NEW ALTERNITY

Only available to customers with credit cards, Military Simulations is now offering subscriptions to *new* products. If you subscribe to this offer, we will automatically send you one each of all *new* Alternity products as soon as they are released. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free.

Credit Card for 3 items ☐ 10% disc
Credit Card for 6 items ☐ 10% disc

NEW BATTLETECH ITEMS

Only available to customers with credit cards, Military Simulations is now offering subscriptions to *new* products. If you subscribe to this offer, we will automatically send you one each of all *new* BattleTech & Mechwarrior products (*not novels)* as soon as they are released. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free.

Credit Card for 6 items ☐ 10% disc
Credit Card for 12 items ☐ 10% disc

BATTLETECH NOVELS

Military Simulations is now offering subscriptions to novels as well as magazines. For this subscription we will send you each *new* BattleTech novel that FASA releases. They normally release around 4 - 6 new novels a year.

$30.00 for 3 novels ☐
$54.00 for 6 novels ☐

NEW LEGEND OF THE FIVE RINGS RPG

Only available to customers with credit cards, Military Simulations is now offering subscriptions to *new* products. If you subscribe to this offer, we will automatically send you one each of all *new* Legend of the Five Rings RPG products as soon as they are released. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free.

Credit Card for 3 items ☐ 10% disc
Credit Card for 6 items ☐ 10% disc

NEW RIFTS ITEMS

Only available to customers with credit cards, Military Simulations is now offering subscriptions to *new* products. If you subscribe to this offer, we will automatically send you one each of all *new* RIFTS products as soon as they are released. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free. *Rifter* not included.

Credit Card for 3 items ☐ 10% disc
Credit Card for 6 items ☐ 10% disc

NEW VAMPIRE ITEMS

Only available to customers with credit cards. If you subscribe to this offer, we will automatically send you one each of all *new* Vampire role playing products (not novels or Dark Ages) as soon as they are released. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free.

Credit Card for 6 items ☐ 10% disc
Credit Card for 12 items ☐ 10% disc

NEW WARHAMMER NOVELS

If you subscribe to this offer, we will automatically send you one each of all *new* Warhammer Fantasy & Warhammer 40,000 novels (*not* graphic novels) as soon as they are released. Postage is included.

$39.00 for 3 novels ☐
$70.00 for 6 novels ☐

NEW STAR TREK VOYAGER VIDEOS

If you subscribe to this offer, we will automatically send you one each of all *new* Star Trek Voyager Videos as soon as they are released. Postage is included.

$70.00 for 3 videos ☐
$130.00 for 6 videos ☐

D.Y.O. New Product Subscriptions

Only available to customers with credit cards. If there are any other gaming systems that you wish to 'subscribe' to new items for, just tell us the system you require! If you subscribe to this offer, we will automatically send you one each of all *new* items as soon as they are released. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free.

Credit Card for 6 items ☐ 10% disc
Credit Card for 12 items ☐ 10% disc

Note

When ordering a subscription to new items, such as *New BattleTech Items*, for example, we will charge your credit card for each item *when we send that item to you*. Your credit card will not be charged in advance.

CRAZY SPECIALS

Please Give Second Choices - As Some Specials Are Only While Stocks Last

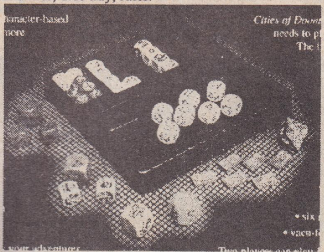
Trading Card Games

ICE Dicemaster Collectable Dice Game

Iron Crown Enterprises produced an excellent collectable dice game in the league of Dragon Dice by TSR. The only problem was that it was too expensive. We've been able to snatch some up cheap, so here we offer them to you! First in first served, *as these stocks are very limited*:

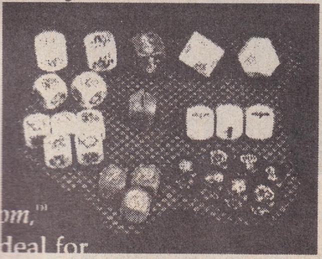
DiceMaster Cities of Doom Game Crazy $9.95 Normally $39.95

Each game provides all one player needs to play this game of character-based fantasy adventures.Travel afar, explore sites, battle monsters, find runes: 31 special 6 sided dice of varying sizes, 1 D8 dice, 6 rune tiles, dice tray, rules.



DiceMaster Wilds of Doom Exp. Crazy $6.95 Normally $32.95

This expansion has a random selection of 26 dice of varying shapes, colors, and sides, all with game related symbols or characters. Some of these dice are big!



DiceMaster Doom Cubes Expansion Crazy $3.50 Normally $9.95

This expansion has a random selection of 8 dice of varying shapes and colors, all with game related symbols or characters.

CHA Mythos Collectable Card Game

Mythos is Chaosium's collectable card game of authentic Lovecraftian horror. It features simple rules with complex strategies that allow the players to attempt to narrate a series of adventures before going insane from the growing horrors of the Cthulhu Mythos.

Mythos Standard Game Set Crazy $3.95 Normally $26.95

Each standard game set has two (2) 52-card starter decks, rules, & investigator cards. Enough for two players to play the game.

Mythos Standard Game Display Crazy $22.50 Normally $164

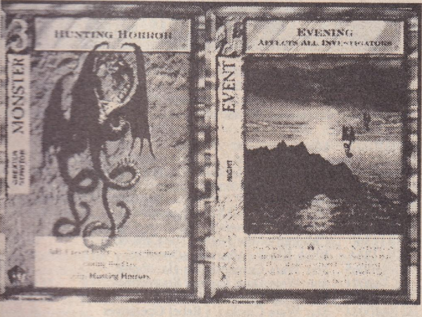
The display has six (6) Standard Game Sets.

Dreamlands Booster Pack Crazy $1.00 Normally $5.50

13 card packs that add a new dimension to Mythos gaming. Players can travel between the normal world and the realm of dreams and nightmares. Over 200 new cards with allies, locations, monsters, etc.

Dreamlands Booster Display Crazy $22.50 Normally $198

The display has thirty-six (36) booster packs.



ATL On the Edge Collectable Card Game

A paranoid's paradise – the CCG of surreal conspiracies. Two or more players adopt the roles of arch-conspirators, vying to dominate the strange Mediterranean island of Al Amarja. Cards represent the resources and inhabitants of the island, from contacts in the art scene to strange alien technologies. *All 5 Displays for $100.00*

On the Edge Standard Starter Deck Crazy $2.50 Normally $15.95
On the Edge Standard Starter Display Crazy $22.50 Normally $160

There are 60 cards & rules book in the Standard Starter Decks, and ten decks in the display.

On the Edge Standard Booster Pack Crazy $0.50 Normally $3.95
On the Edge Standard Booster Display Crazy $22.50 Normally $240

There are 10 cards in a booster pack, 60 packs in a display.

On the Edge Contimues...

OTE Cut-Ups Project Booster Pack Crazy $0.50 Normally $3.95
OTE Cut-Ups Project Booster Display Crazy $22.50 Normally $240

90 new cards, with talking dogs, sinister coffee, raining walruses. There are 10 cards in a booster pack, 60 packs in a display.

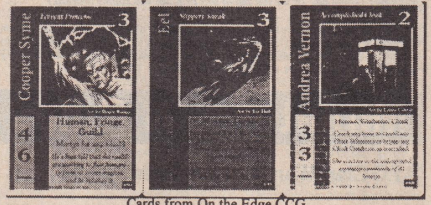
OTE Shadows Booster Pack Crazy $0.50 Normally $3.95
OTE Shadows Booster Display Crazy $22.50 Normally $240

117 new cards, with diabolical plots, twisting alleys, dead-end streets. There are 10 cards in a booster pack, 60 packs in a display.

OTE Arcana Booster Pack Crazy $0.50 Normally $3.95
OTE Arcana Booster Display Crazy $22.50 Normally $240

90 new cards, with psychic dolphins, immortal wizards, Nekroi. There are 10 cards in a booster pack, 60 packs in a display.

The first 24 orders for at least one display of On The Edge CCG will receive the Over the Edge Roleplaying Game for FREE!



Cards from On the Edge CCG

Various Trading Card Game Grab Packs

A single Grab Pack will consist of 1 Starter Deck and 5 Booster Packs from the one Trading Card game or system. eg, all from Doomtrooper, all from Legend of Burning Sands. If you order three Grab Packs, we will supply you three different systems: if five Grab Packs, then five different systems.

1 x Single Trading Card Grab Pack 1 Deck & 5 Packs $5.00
2 x Single Trading Card Grab Packs 2 Decks & 10 Packs $9.00
3 x Single Trading Card Grab Packs 3 Decks & 15 Packs $12.00
4 x Single Trading Card Grab Packs 4 Decks & 20 Packs $14.00
5 x Single Trading Card Grab Packs 5 Decks & 25 Packs $15.00

Each Grab Pack will be randomly chosen from one system, taken from the following: Scorpion Clan Coup Hidden Emperor, Legend of Burning Sands, Deadlands Doomtown Rage Snake Eyes, Doomtrooper, Rage Original, Babylon 5 (Great War & 1st Ed Boosters), Wyvern. Note: the first few orders for 3 or more packs, will receive a free Ultimate Combat Starter & Booster, while stocks last.

Wargames

RGG MEDICI

Crazy Special $45.00 Normally $65.00

A 2 – 6 player game of European trading in the late middle ages. The market is open and the buyers are there to bid on the goods put on the auction block. After a buyer selects the lots for auction, the players bid, just once each, and the goods are loaded on the ships for foreign markets. When the market closes, the ships set sail and the purchases are scored. Bid low for high quality goods and win the game. With game board, 35 cards, 6 ship mats, 36 player counters.

RGG EL GRANDE

Crazy Special $59.00 Normally $85.00

Spain in the middle ages. It is a time of awakening. The position of the king is secure, but the high aristocrats, the Grandes, look to expand their influence. Their primary weapons are the attendants to the king, the Caballeros. Each Grande has his favorites, recruited from the provinces, which he deploys to accumulate the power he so desires. Fencing, not with the sword, but with cunning and deceit, the Grandes struggle for power, sending the Caballeros openly into the regions and secretly to the Castillo. With 160 wooden playing pieces, over 100 cards, mounted mapboard, etc.

RGG RA

Crazy Special $52.50 Normally $75.00

A stunningly beautiful game that spans 1,500 years of Egyptian history. You seek to expand your power and fame by influencing pharaohs, building monuments, farming on the Nile, paying homage to the gods, advancing the technology of the people – and all for the glory of the Sun God Ra. With board, 16 sun tokens, 180 playing tiles, 48 tablets, 1 Ra figure, rules.

RGG TIKAL

Crazy Special $67.50 Normally $95.00

A stunningly beautiful game. Each player is the director of an expedition intent on exploring Tikal in search of the secret paths that lead to the temples and precious treasures that have remained hidden in South America's forests for over 1,000 years. You receive points for recovering treasure and discovering temples. With lovely forested mapboard, 36 terrain hexagons, 24 treasure pieces, 48 square temple tiles, 4 expedition leaders, 72 expedition workers, 8 camps, etc.

CAG GET OUT'

Crazy Special $8.00 Normally $11.00

Something's wrong. It's a rainy day in spring. You're jobless and listless. And you live in your parents' basement. So, what's wrong? Your friends have decided to try and get jobs. Get lives. Move out of their parents' basements. And you are stupid enough to race them. For 2 – 8 players, you need 2D6, pawns for each player, 20 counters per player.

CAG SPREE!

Crazy Special $4.75 Normally $6.50

Springtime. Midnight. The Mall is beckoning. Destination: LeGrand Mall, the oldest and most poorly secured shopping mall in the world. You and your juvenile friends have decided to loot this place, in an all-night race with shopping carts, flashlights and guns. Of course, your definition of "friends" is pretty loose. Which explains the guns. Contains 4 page rules, card map of the Mall. To play, you also need: two pawns for each player, 2 D6, and two Poker Decks with Jokers. 3 - 8 players, 1 hour.

CAG PARTS UNKNOWN

Crazy Special $10.50 Normally $14.00

For 4 – 10 players. A wacky scientist craze results in them trying to bring people back from the grave. But they need spare body parts, and your spare parts shop is digging up and selling these bits and pieces of dead people. But can you meet supply & demand? Need two pawns counters, 1D6 and play (or real) money.

CAG ESCAPE FROM ELBA

Crazy Special $8.00 Normally $11.00

3 – 6 players. You (and everybody else) is Napoleon, and you are back at Elba, but escaping won't be so easy this time. A clever little board game about collecting letters, spelling words and sneaking out of exile. 64 cards, 8 board sections, needs around 14 D6. Multiple escape attempts are possible!

Role Playing Games

FAS Mechwarrior 3rd Ed RPG

Crazy Special $31.00 Normally $46.00

Get out of the cockpit and into the adventure with the all new, updated *Mechwarrior RPG*, the complete roleplaying game of the BattleTech universe. Players take on roles such as spies, fighter pilots, smugglers, and mechwarriors. Revised with a completely new game system, featuring fast play rules, a unique character creation system that generates game abilities & background story together, and colorful fiction.

AEG 7th Sea Roleplaying Game Special

Crazy Special $94.00 Worth $148.00

AEG's all-new roleplaying adventure is their 7th Sea RPG, set in a mythical Europe based on our historical one, focusing on the days of swashbuckling pirates and gentlemen. Also individually, as follows:

7th Sea Player's Guide Crazy $37.00 Normally $55.00

By AEG. Discover the world of 7th Sea, where swashbuckling mixes with sorcery and piracy in heroic action. This is a world where secret societies, intrigue, and dashing acts of derring-do abound. Includes a quick-start guide, over 100 pages of source information on Theah, the world of 7th Sea. Rules use a unique bidding system, giving players and GMs control over the mechanics of the game. Hardback.

7th Sea Game Master's Guide Crazy $37.00 Normally $55.00

The perfect companion to the Player's Guide, this hardbound volume contains everything from helpful hints to downright dirty tricks, plus a wealth of information on the world and its nations, cultures, secret societies. Hardback.

Pirate Nations Crazy $25.00 Normally $37.00

With maps and descriptions of three pirate locales, statistics and descriptions for all of Theah's pirate factions, sailor sourcebook, new rules for boarding actions, etc.

PAL RIFTS Supplement Special

Crazy Special $104.00 Worth $198.00

Here are four of the most recent RIFTs sourcebooks, plus a special bonus item! Also individually, as follows:

RIFTS Australia Crazy $26.00 Normally $39.00

Australia is isolated. Separated from the rest of the world by miles of ocean, it was left to dry out in the nuclear winter. So it stewed in its own problems. Magic touched the land, and native tribes retook much of the country. The white community was left without cities or support. Only two cities survived, which walled themselves in. So savage bands of whites wander the deserts, and wild towns, city-states and gangs forever war. The inland sea has risen again, and strange visitors walk the land.

RIFTS Canada Crazy $26.00 Normally $39.00

With rules for surviving a cold wilderness environment; notable towns and kingdoms; the Tundra Rangers, Cybernetic Horsemen, Inuit Shaman & Trapper O.C.C.s; Headhunter O.C.C.s like you never imagined; monsters of the North; new weapons and vehicles.

RIFTS Splynn Dimensional Market Crazy $26.00 Normal $39.00

A place where it is said that one can purchase anything, including forbidden magic, alien technology, even people. Cavort with dragons, demons and humans.

RIFTS Xiticix Invasion Crazy $21.00 Normally $31.50

A place where it is said that one can purchase anything, including forbidden magic, alien technology, even people. Cavort with dragons, demons and humans.

RIFTWORKZ Crazy $12.00 Normally $50.00

This is a signed & numbered, limited edition (only 2,000 sets printed) collection of six art prints of the RIFTS universe. Each print is 34cm x 26cm. Stocks are limited, and we cannot get anymore once these are sold out. Part of one of the prints is shown below:

WHT Aberrant Roleplaying Game

Crazy Special $62.00 Worth $103.00

A new venture from White Wolf, this is a science fiction roleplaying game. Here it is, also available individually:

Aberrant Roleplaying Game Crazy $30.00 Normally $46.00

By White Wolf, this complete RPG is the prequel to Trinity RPG, dealing with the Aberrant Era. Set in the early 21st Century, before the devastating war against humanity, this game allows you to be one of these doomed beings of vast power, and to experience their struggles to avoid the coming cataclysm. Was it a Golden Age or Hell on Earth? What were the aberrants really like? Were they really mad gods running rampant across the world? 296 pages. Softcover.

Aberrant Screen & Book Crazy $18.00 Normally $28.00

Typical GM screen plus a 72 page book containing setting information including the effects of novas on existing corporations, religions and cults. Also a complete story.

Aberrant: Year One Crazy $18.00 Normally $28.00

Details the world as it stands in 2008. Presents fourteen story locations from around the world; various new dangerous technology; characters for players to interact with – good and bad.

ATL Atlas Games Roleplaying Games

Crazy Special $90.00 Worth $143.50

Atlas Games have released three roleplaying games recently, & here they are, also available individually as follows:

Furry Pirates Roleplaying Game Crazy $28.00 Normally $42.50

Swashbuckling in the furry age of piracy. Detailed character creation rules let you portray any furry sapiens, including bears, birds, dogs, rats, bats, cats, lions, kangaroos – you get the picture. Complete background of the Furry World's Golden Age of Piracy including Europe, the Americas, Caribbean, Africa, Far East, and High Seas. Complete rules for melee combat on decks, battles between ships-of-the-line, and magickal rituals cast by secretive members of unknown cabals.

Feng Shui Roleplaying Game Crazy $37.00 Normally $55.00

Re-released by Atlas Games. The true power of Feng Shui is known only to a few – too bad they all want you dead. Bad guys are coming out of the woodwork to wage a secret war – powerful sorcerers, modern-day masterminds, cyber-demonic scientists. They have almost won, but you and your buddies are in their way. You are secret warriors – butt-kicking, kung-fu fighting, spell-chucking, pistol packing badasses. New format with new artwork, layout and hardcover. But text remains the same as previous version.

Unknown Armies RPG Crazy $30.00 Normally $46.00

A roleplaying game of transcendental horror and furious action. The world spins madly towards the end of time. Self-appointed messiahs are appearing everywhere, weird cults arise daily, and magic flows from the wounds of the world. The occult underground rings with the battles of unknown armies; magical adepts face off with gun-toting enforcers and weirdos of every stripe; clockwork humans and plodding golems slip through the cracks of society. Loathsome monsters, bizarre supernatural forces, mind bending magic, and ten-thousand bullets. 224 pages, for mature readers only.

SJG GURPS Supplement Special

Crazy Special $107.00 Worth $169.50

Here we offer four of the most popular recent GURPS products by Steve Jackson Games, also individually as follows:

GURPS Discworld Crazy $34.00 Normally $50.00
The World is Flat! It rests on the back of four giant elephants, who in turn stand on the back of a great turtle. Based on the popular novels, also includs GURPS Lite, simplified rules that let the game be played on its own. This humorous game is complete with Discworld magic, a guide to the best inns, Things From the Dungeon Dimensions, Gaspode the Wonder Dog, the Circle Sea, the featuers of Ankh-Morpork city, etc.

GURPS Magic Items 2 Crazy $27.00 Normally $40.00
From magical weaponry to marvelous tools, contains 450 completely new items, described in detail. Also rules on the creation and use of spellbooks, magical quirks & enchantment.

GURPS Warriors Crazy $24.00 Normally $37.00
Has 29 soldier, warrior, specialist and high-tech fighters archetypes and templates, and covers soldiers from all time periods, past, present and future; from history and fiction; and 116 ready-to-use sample characters with historical background and info on tactics & technology.

GURPS Space 3rd Edition Crazy $28.00 Normally $42.50
Scientifically accure rules for creating star systems & planets; how to create futuristic & alien governments and societies; sci-fi equipment lists; a self-contained Gurps-Vehicles compatible starship construction system; complete ship combat rules that require no counters; realistic treatment of dangers such as noxious atmospheres, etc.

TSR AD&D Forgotten Realms Special

Crazy Special $90.00 **Worth $151.00**

Here are four popular Forgotten Realms products:

Demihumans of the Realms Crazy $22.00 Normally $34.00
More than 36 player character kits for the demihuman races: elves, half-elves, dwarves, gnomes, and halflings. With local culture, customs, fashions, class abilities, etc.

Sea of Fallen Stars Crazy $29.00 Normally $45.00
Allows heroes to explore the depths of this mysterious and uncharted region for the first time. Details cultures, societies, and rules for taking a land-based FR campaign under water. Also aquatic player character races: shalarin & Dukars; info on the undersea region, and wonders.

Drizzt Do'Urden's Guide to Underdark Crazy $24 Normally $36
128 page sourcebook about the Underdark. Has a survival guide, overviews the major races who live there, details and maps over a dozen cities. Discover a drow city constructed entirely of spider silk, a living dwarf king turned to stone.

Drow of the Underdark Crazy $24.00 Normally $36.00
From the caverns of Menzoberranzan, where the Drow ranger Drizzt was born, to the deepest corners of the Underdark, the drow rule the dark with strange weapons, exotic spells, and terrible monsters. Details dark elf society, religion, and history, new spells and magical items, and monsters native to the Underdark.

TSR AD&D Core Products Special

Crazy Special $95.00 **Worth $153.00**

Here we offer four popular AD&D core products, as follows:

City of Delights, Al-Qadim Crazy $23.00 Normally $35.00
No longer available, we were able to grab some before they disappeared. This is a boxed set that reveals the desert metropolis of Medina Al-Huzuz; delve into the exalted intrigues of the Caliph's court and harem; includes maps of the city and the sprawling palace. Limited stocks.

Council of Wyrms Camp Opt Crazy $32.00 Normally $48.50
Revised and expanded *Council of Wyrms*. For the first time, everything a player needs to create dragon player characters for the AD&D game, and everything a DM needs to set up a dragon-based campaign. Rules for creating and playing dragons, details on all 15 metallic, chromatic, & gem dragons, 16 page full color section with dragon 'size-chart' new character types such as half-dragons and dragon-slayers, and a series of adventures to challenge even the greatest dragons.

High Level Campaigns DM Option Crazy $22.00 Normally $34.00
192 page softback book, which offers heavy duty advice for carefully constructing and maintaining many sorts of AD&D high-level campaigns. Has dangerous opponents, saga-length campaign ideas, divine intervention, spy networks, etc.

Tome of Magic Crazy $24.00 Normally $36.00
New forms of Wizard magic - elementalists, metamagic & wild magic; new Priest spheres - chaos, law, numbers, thought, time, war & wards! & new magic items. 192 pages. Now in softcover format.

WW Vampire 3rd Ed RPG

Crazy Special $110.00 **Worth $181.00**

Here we offer White Wolf's brand new, third edition Vampire: the Masquerade Roleplaying Game, plus the three most important supplements for it, also available individually as follows:

Vampire 3rd Ed RPG Crazy $37.00 Normally $57.00
A horror storytelling role playing game. Players are vampires, tortured creatures who must cling to the last shreds of humanity lest they become a ravening fiend. After nine years White Wolf has updated its flagship title. The book that launched a renaissance in the roleplaying industry returns in a revised edition. New everything, from top to bottom. In this mammoth volume can be found all 13 clans, all major Disciplines and a host of brand-new information on both the Kindred and the…things…that hunt them. This book compiles everything that a Vampire player and Storyteller needs to know about the Kindred and the World of Darkness. Also has all new information on the changes that afflict the clans, and on the beginning of the end of the Camarilla.

Storytellers Companion & Screen Crazy $18.00 Normally $28.00
Your typical GM Screen plus the 72 page Storytellers Companion, which details lesser bloodlines such as the Salubri, Samedi, & Daughters of Cacophany, new weapons & frightening disciplines rumored by the Kindred.

Guide to the Camarilla Crazy $32.00 Normally $48.00
With the end of the millennium approaching, the Camarilla is beset by foes, within and without. However, the Camarilla is most definitely *not* the group containing the vampire "good guys". This book tells you all about the vampires who make up its ranks, how the organization functions, the powers its members and officers possess, and also a few of the elders secrets. 232 page hardcover book.

Guide to the Sabbat Crazy $32.00 Normally $48.00
The Sabbat are depraved monsters, reveling in their Damned state and herding the kine about them like cattle. The Sabbat wage a secret war against the elders, struggling night after night to free themselves from the tyranny of the dread Antediluvians and the Jyhad itself. New bloodlines, disciplines, secrets, schemes, and layers of intrigue.

Novels

FAS BattleTech Mechwarrior Novels

Crazy Special $20.00 **Normally $33.00**

Here we offer the three latest BattleTech novels, which were inspired by the Mechwarrior III computer game. Individually:

Ghost of Winter Crazy $7.50 Normally $11.00
Sturm Kintaro is a green mechwarrior, eager to begin his career. But pirates raid his planet of Kore and he soon finds himself stranded with no mech, no hope, no help – until he stumbles upon a long-hidden secret, with which he can strike back at the invaders.

Roar of Honor Crazy $7.50 Normally $11.00
The bloodthirsty Dirk Radick of Clan Wolf launches an assault upon the valuable planet Toffen which is defended by inexperienced Ghost Bears lead by Angela Bekker. To win may require too high a price.

By Blood Betrayed Crazy $7.50 Normally $11.00
Harley Rassor's brother joined merc corps Able's Aces, and died soon after. Now Harley's father has sent him to join the corps, in order to learn what happened to his brother. He finds a corrupt decaying merc unit, which is soon plunged into a losing battle with pirates.

TSR Various AD&D Novels Special

Crazy Special $22.00 **Normally $35.00**

Here are three of the more popular TSR AD&D novels, also available individually, as follows:

Elminster in Myth Drannor Crazy $7.50 Normally $11.00
Sequel to *Elminster, Making of a Mage*. The young Elminster journeys to the legendary elven capital of Cormanthyr to learn its ways and magics despite the xenophobic foibles of the elves within. Political intrigue abounds.

Temptation of Elminster Crazy $7.50 Normally $11.00
Myth Drannor has fallen, and glorious Cormanthyr lies in ruins. Elminster emerges from the rubble to serve new, human masters. But an enemy plots to turn him to dark ways and deeds, by offering him godhood.

Passage to Dawn Crazy $8.50 Normally $13.00
A mysterious poem, a spell gone awry, and a doppleganger bring Drizzt Do'Urden and his companions back to Icewind Dale. A Drizzt novel.

TSR Alternity Stardrive Novels Special

Crazy Special $20.00 **Normally $33.00**

Here are three great Alternity Stardrive novels – I've read them all and thoroughly recommend them, also available individually:

Starrise at Corrivale Crazy $7.50 Normally $11.00
Gabriel Connor is a Concord marine with great opportunities before him, until he is made the scapegoat of a political disaster. But as he finds himself up against the governments of two planets in the Verge, Voidcorp, and Concord friends-became-enemies, he finds Concord has not finished with him yet. While trying simply to survive, he stumbles across part of the mystery about The Silence, but he doesn't like what he finds…nor will you!

Storm at Eldala Crazy $7.50 Normally $11.00
Gabriel Connor and his fraal friend Enda continue to carve out a living amongst the worlds of the Verge, accepting a contract to survey a new world. But old enemies hunt them relentlessly, and they stumble across alien artifacts/ruins millions of years old. *(If we sell out of this title, we will supply Starfall.)*

On the Verge Crazy $7.50 Normally $11.00
War erupts on Arist, a frozen world in the borders of known space. Lieutenant Damion Witzko and the Concord Marines charge in to prevent the conflict from escalating offworld, but soon discover that an even darker threat awaits them. *(If we sell out of this title, we will supply Zero Point.)*

Miniatures & Rules

AEG Clan War Boxed Armies Special

Crazy Special $275.00 **Normally $382.00**

Here we offer the five most popular AEG Clan War armies:

ALD12-002 Clan War Infantry Crazy $55.00 Normally $72.00
28 unaligned metal infantry, 7 ea of 4 different types, half archers, half infantry

ALD12-005 Lion Army Crazy $55.00 Normally $75.00
Ikoma Ujiaki & House Guard Samurai (13)

ALD12-008 Dragon Army Crazy $55.00 Normally $75.00
Mirumoto Taki & 12 Houseguard Samurai (13)

ALD12-010 Shadowlands Army Crazy $70.00 Normally $90.00
Tsukuro, Kyojin, and 20 Skeletons Warriors

ALD12-014 Toturi's Army Crazy $55.00 Normally $70.00
Toturi's Army & Yoritomo's Alliance: Kamoto + 12 samurai.

Eureka Miniatures Asian DBM Armies

Here are four different, popular Asian DBM armies, each being 350 points, for very low prices! Figures are Irregular or Grumpy.

Tibetan Army 800 AD Crazy $88.00 Normally $110.00
An army getting a lot of interest these days, especially since the Kn(X) can dismount as Sp(S). Has 76 cavalry & 48 infantry, including 4 elements of Cv(S) and 4 elements of Cv(O), Reg Sp(I) , Reg Bw(O). (Baggage not included.)

Khmer Army 1288 AD Crazy $107.00 Normally $135.00
A very popular tournament army. Has 43 elements, including 7 elephants, 1 artillery elephant, 6 cavalry, and 132 infantry, including Bd(F), Ax(S), Ax(O) and supporting archers for the Ax(S). (Baggage not included.)

Siamese (Thai) Army 1288 AD Crazy $125.00 Normally $158.00
76 elements, including 6 elephants, 14 cavalry, 188 infantry, which includes 30 elements of Auxilia with 21 elements of supporting psiloi, and a Malay Allied Command with 12 elements of superior warband. (Baggage not included.)

Malay Army 1288 AD Crazy $110.00 Normally $139.00
A very popular tournament army. Has 54 elements, including 7 elephants, 8 cavalry, 154 infantry, which includes 34 elements of superior warband. (Baggage not included.)

GW Warhammer Fantasy Specials

We have heaps of cheap Warhammer Fantasy figures to offer you, as below, broken into their types. We have heaps of the 'standard troops', small numbers of the command figures. So we advise you to order as through you are making up a unit, eg, order 6 Gob Spider Riders, 1 Rider Standard, 1 Rider Champion. Stocks are limited so get in fast:

Bretonnian

CIT993956 GRAIL KNIGHT (1)	Crazy $9.95	Normally $14.95
CIT994175 KNIGHT ERRANT (1)	**Crazy $7.95**	**Normally $11.95**

Goblins

CIT994687 GOBLINS (4)	Crazy $9.95	Normally $15.00
FOREST GOB SPIDER RIDER	**Crazy $7.95**	**Normally $11.95**
FOREST GOB SPIDR STANDRD	Crazy $7.95	Normally $11.95
FOREST GOB SPIDR CHAMPN	**Crazy $7.95**	**Normally $11.95**
FOREST GOBLIN SHAMAN	Crazy $8.95	Normally $11.95

Chaos – have lots of stock of all of these

CHAOS LORD ON CHAOS STEED	Crazy $16.95	Normally $24.95
CIT979417 DAEMON PRINCE	**Crazy $25.95**	**Normally $39.95**
CHAOS MINOTAUR LORD	Crazy $29.95	Normally $44.95
CIT979455 CHAOS MINOTAUR	**Crazy $19.95**	**Normally $29.95**
MINOTAUR W/ 2 HANDED WEAPN	Crazy $19.95	Normally $29.95
MINOTAUR 2 HAND WEAPONS	**Crazy $19.95**	**Normally $29.95**
MINOTAUR STANDARD BEARER	Crazy $19.95	Normally $29.95

Undead

ARMORED SKEL. HALBERDIERS	Crazy $9.95	Normally $14.95
CIT973699 UNDEAD GHOULS	**Crazy $9.95**	**Normally $14.95**
HEINRICH KEMMLER	Crazy $12.95	Normally $17.95
VLAD & ISABELL VON CARST	**Crazy $17.95**	**Normally $24.95**
UNDEAD LORD KRELL	Crazy $12.95	Normally $17.95

Dark Elves

COLD ONE KNIGHT CHAMPION	Crazy $9.95	Normally $14.95
DARK ELF COLD ONE KNIGHT	**Crazy $9.95**	**Normally $14.95**

High Elves

FRONT RANK SPEARMEN (3)	Crazy $8.95	Normally $14.95
H.ELF ARMORED ARCHERS (3)	**Crazy $8.95**	**Normally $14.95**
HIGH ELF ARCHER CHAMPION	Crazy $8.95	Normally $11.95
H. ELF ARCHER COMMAND	**Crazy $9.95**	**Normally $13.95**
HIGH ELF MAGE ON STEED	Crazy $9.95	Normally $14.95
ELLYRIAN REAVER, SPEAR (1)	**Crazy $7.95**	**Normally $11.95**
ELLYRIAN REAVER, BOW (1)	Crazy $7.95	Normally $11.95
ELLRYIAN R.HORN BLOWER	**Crazy $8.95**	**Normally $11.95**
ELLYRIAN R. CHAMPION (1)	Crazy $8.95	Normally $11.95
ELLYRIAN R. STANDARD (1)	**Crazy $8.95**	**Normally $11.95**

Computer Games

VIR **DUNE**

Crazy Special $21.00 **Originally $70.00**

Re-release of a classic great game. An absorbing interactive adventure game with breathtaking (for its time) graphics and atmospheric sound based on the novels by Frank Herbert. Take control of Paul Atreides and guide him and his House to destiny by overcoming the evil House Harkonnen. *IBM Requires: 386/20, VGA, CD.*

Talon **Battleground # 4: SHILOH**

Crazy Special $22.50 **Originally $90.00**

The fourth game in the series which spectacularly recreates the battlefield of this momentous and bloody struggle, which saw the beginning of the end for the Confederate States of America. Features strong computer AI, you can play via modem, null modem, even via e-mail. You can command as little or as much of your army as you desire, the computer does the rest. *IBM Requires: 486/33, Wind, CD-ROM.*

Talon **Battleground # 7: BULL RUN**

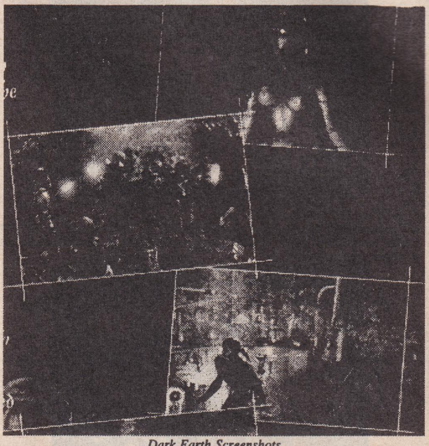
Crazy Special $22.50 **Originally $90.00**

The seventh *Battleground* game. Includes two complete battles. First Battle of Bull Run in July 21st 1861, which found J.E.Johnston's outnumbered Rebels fighting as a desperate delaying action versus the powerful Union army of Irvin McDowell. And the Second Battle of Bull Run in August 28-30, 1862. You can command as little or as much of your army as you desire, the computer does the rest. Choose from a wide variety of scenarios, including many "what if…" scenarios. *IBM Requires: 486/33+, Win 3.1+, hard disk, 2spCD-ROM, 8mbRAM.*

MP **Dark Earth**

Crazy Special $25.00 **Originally $90.00**

A game with stunning graphics, set in a day when the earth is reduced to an unforgiving landscape cloaked by dark, poisonous clouds. Through real-time adventure, you must discover how to save the world by removing the clouds to allow sunlight back in. Over 25 minutes of scenes, 100 unique characters, 260 pre-rendered camera views, mysteries, murder plots, combat, etc. *IBM Requires: Pen 75, 8bm RAM, 4spCD-ROM, Windows.*



Dark Earth Screenshots

West **Command & Conquer**

Crazy Special $21.00 **Originally $90.00**

This is a new *Windows '95* edition with all new features like head to head play, Super VGA graphics, smooth scrolling screen. This is the classic near-future real-time simulation that inspired so many other games. Fight as either side, over 35 missions, 2 CDs. *IBM Requires: Windows '95, Pentium, 8bmRAM, 2spCD-ROM.*

MP **Worms United**

Crazy Special $15.00 **Originally $90.00**

Worms and *Worms Reinforcements* are united in this action packed, superbly playable game, with virtually unlimited levels of unbeatable arcade action, new speech packs, 20 custom designed landscapes, 15 new game options, modem support, etc. A very silly game of rambo-worms armed to the teeth and exploding sheep!

SSI **Ardennes Offensive**

Crazy Special $16.00 **Originally $50.00**

Masterfully re-creates the savage and desperate fighting which is known as the Battle of the Bulge. The eight scenarios range from a full tutorial to the complete Bulge campaign, the renowned computer AI has three difficulty levels; a unique, integrated "move and fight" system streamlines play; full support for head-to-head, modem, network or e-mail play; unit options including the infiltrating German units, realistic fog-of-war, etc. *IBM Requires: Pen 90, Windows '95, 12mbRAM, SVGA.*

MP **Transport Tycoon & World Editor**

Crazy Special $16.00 **Originally $90.00**

Construct complex road-rail-air-sea networks to shift cargo, goods and passengers through the most lucrative routes on massive SVGA 3D isometric world maps. Build stations, docks and airports and make money by connecting areas requiring transport services. Also the world editor that lets you build new worlds from scratch, including an alternative Martian landscape! *IBM Requires 386+, SVGA, 2spCD-ROM, 4mbRAM, hard disk.*

Close Outs

The following items are either overstocks or have been dropped either by us or by the manufacturer. As a result, we are offering all of these items very cheaply indeed. Most titles are described elsewhere in the catalog. Please note that stocks are strictly limited.

CPG10622	Leisure Suit Larry Casino	$10.00
HEART 5	Assorted 9500 Series Unit Blisters (4 fig per pack)	$40.00
HEART 10	Assorted 9500 Series Unit Blisters (4 fig per pack)	$70.00
HEART 5	Assorted 9801-9937 Series Singles Blisters (1 fig pack)	$13.00
HEART 10	Assorted 9801-9937 Series Singles Blisters (1 fig pack)	$20.00
TSR11329	Sylvan Veil (AD&D Dragonlance)	$12.00
TSR11339	Alternity Outbound: Explorers Guide	$12.00
TSR11360	Children of the Night: The Created	$5.00
TSR11364	Klick Klack (Alternity adventure)	$3.00
WES40065	Star Wars Gamemasters Handbook	$10.00
WES40071	Star Wars Dark Empire Sourcebook	$13.00
WES40083	Star Wars Classic Adventures # 1	$8.00
WES40084	Star Wars Cracken's Rebel Operatives	$9.00
WES40089	Star Wars Movie Trilogy Sourcebook	$19.00
WES40114	Star Wars Jedi Academy Sourcebook	$12.00
WES40134	Star Wars Shadows of the Empire Planets	$7.00
WES40138	Star Wars Classic Adventures # 4	$9.00
WES40141	Star Wars Platt's Smugglers Guide	$8.00
WHT2009	Hong Kong WOD (Vampire Masquerade)	$14.00
WHT2809	Three Pillars Clanbook (Vampire DA)	$10.00
WHT2812	Transylvania Chronicles II (Vampire DA)	$8.00
WHT2850	Transylvania Chronicles Pack (Vampire DA)	$18.00
WHT2903	Shadow War (Vampire Kindred of East)	$15.00
WHT3914	Umbra Booster Display RAGE CCG	$12.00
WHT3926	Legacy of the Tribes Display RAGE CCG	$12.00
WHT6800	Wraith: the Great War Roleplaying Game	$22.00

OSPREY HISTORICAL REFERENCE BOOKS

Ancient Era

CAMP7 ALEXANDER 334-323 BC A gripping account of the brilliant campaigns of a young man who conquered the entire known world before he reached 30 years of age. $32.00

7924 ALEXANDER THE GREAT Combines two books, Campaign 7 Alexander and the old MAA Alexander. $43.00

MAA109 ANCIENT ARMIES OF THE MIDDLE EAST Includes Ancient Summerians, Egyptians, Philistines, Libyans, Hittites, Assyrians, etc. Plates by Angus McBride. $23.00

Concord ANCIENT CELTS Equal pages of text and plates by Angus McBride. Covers celts from 600 BC – 1300 AD. Even covers the Galatian invasion of Italy and Greece. $25.00

WAR5 ANGLO-SAXON THEGN The Saxons slowly conquered much of Britain from the celts and picts. $26.00

MAA320 ARMIES OF THE CALIPHATES Describes the armies of the Abbasid Arabs & Fatamids from 862-1098 AD. $26.00

MAA121 ARMIES OF THE CARTHAGINIAN WARS A detailed account of the Carthaginian and Roman armies and their allies during their many wars against each other. $23.00

Concord BARBARIANS By Tim Newark and dozens of color plates by Angus McBride. Covers Celts, Spanish, Germanic tribes, Goths, Vandals, Franks, Lombards, Magyars, etc. $29.00

CAMP36 CANNAE 216 BC The Roman army received a crushing defeat at the hands of Hannibal in 216 BC. $32.00

MAA283 EARLY ROMAN ARMIES The development of the Roman army from about 500 to 275 BC. $23.00

WAR17 GERMANIC WARRIOR 236-568 AD The 3rd to 6th centuries saw the collapse of Roman civilization and the emergence of Germanic warrior societies. $26.00

HANNIBAL'S WAR WITH ROME Combines MAA121 and CAMP36 together under the one volume. $42.00

MAA295 IMPERIAL CHINESE ARMIES (2) 590-1260 AD Imperial China from the reunification of China by Yang Chien to its destruction and conquest by Kubilai Khan. $23.00

Concord IMPERIAL ROME AT WAR An extremely popular book covering Ancient Rome from 52BC – 378 AD, with every page of text accompanied by a color plate by Angus McBride. $29.00

WAR15 LATE ROMAN CAVALRYMAN 236-565 AD Extremely detailed look at Late Romand Cavalry, including organisation, colors, tactics, development, formations. $26.00

ELITE40 NEW KINGDOM EGYPT Covers the history of Egypt from 1674 BC - 1085 BC, including wars with the Hittites, Hyksos, etc. Has magnificent color plates by McBridge. $26.00

CAMP22 QADESH 1300 BC Clash of the Warrior Kings Rameses II, leads the most professional Egyptian army against the might of the Hittite Army & their 3 man shock chariots. $32.00

MONT REIVERS For 300 years the Borderlands between England and Scotland were a battleground in a savage war of attrition. With heaps of color plates by Angus McBride. $34.00

MAA291 REPUBLICAN ROMAN ARMY 200 - 104BC Detailing weapons and equipment, organisation and levy, tactics used by the various arms, etc. $23.00

MAA46 ROMAN ARMY: CAESAR TO TRAJAN Details the tactics, armor, command structure, and history of the Roman army during it's most famous days. $23.00

MAA93 ROMAN ARMY: HADRIAN TO CONSTANTINE Rome's glorious days are over, but it's army is still locked in furious combat to survive. $23.00

MAA180 ROME'S ENEMIES: ARMIES OF SPAIN Rome fought many difficult battles in Spain leading uptil 20 BC. This book details the Iberians, Celtiberians, scutarii, etc. $23.00

MAA243 ROME'S ENEMIES: THE DESERT FRONTIER Part of Rome's empire included Africa, and this book details the African enemies who opposed Ancient Rome. $23.00

MAA158 ROME'S ENEMIES: GALLIC & BRITISH CELTS Gauls and British celts are 2 of Rome's most famous and thought of enemies. Learn about their tactics, defeats, etc. $23.00

MAA129 ROME'S ENEMIES: GERMANICS & DACIANS Tribes covered are Thracians, Sarmatians, Marcomanni, Goths, Angels, Saxons, & Jutes. $23.00

MAA175 ROME'S ENEMIES: PARTHIANS & SASSINIDS Covers the rise of the Parthians, a warrior race using impressive cataphract cavalry and mounted horse archers. $23.00

MONT SASSANIAN ARMIES The Sassanid overthrew the Parthians in 226 AD, and fought against the Romans, Huns and Romano-Byzantines. Costume, equipment, organisation, etc. $30.00

MAA150 THE AGE OF CHARLEMAGNE Within a quarter of a century the small and modestly trained army of Charles Martel had grown into a major war weapon. $23.00

ELITE7 THE ANCIENT GREEKS 500-300 B.C. 64 page book with 12 color plates detailing the armies and troop types of the Greek city states during the Classical Period. $26.00

MONT THE ARMIES OF BACTRIA 700 BC - 450 AD Bactrian warfare within this time period has never been comprehensively examined before. This product is a two-book set, which fills this gap by reconstructing the history. $40.00

MONT THE ARMY OF TANG CHINA The organisation, uniforms and equipment of the armies of Tang China in the 6th-9th C AD. Plates by Angus McBride. $30.00

MAA69 THE GREEK AND PERSIAN WARS 500-323 B.C. The Athenians verses Persians at Marathon, the 300 Spartans at Thernopylae, Xerxes defeat at sea at Salamis, the battles of Plataea and Mycale, the Peloponnesian War, etc. $23.00

ELITEA42 THE PERSIAN ARMY 560-330 BC The arch-enemies of Ancient Greece and Macedonia. $26.00

ELITE50 THE PRAETORIAN GUARD A close look at the elite Roman Praetorian Guard who, although alite, were normally outclassed and outfought by the veteran legionaries. $26.00

MONT THE PTOLEMAIC ARMY 168-145 BC A detailed examination of the arms, armor and uniforms of the Ptolemaic army, with superb color plates by Angus McBride. $30.00

MAA137 THE SCYTHIANS 700-300 BC The first of the great armies of horse-archers to come out of the East, though they were Indo-Europeans. $23.00

ELITE66 THE SPARTAN ARMY The Spartans were the only full time army in ancient Greece and were thus truly an elite force. Gives history, training, lots of specific historical accounts,etc. $26.00

MONT WARRIORS OF EURASIA A 48 page book giving a brief overview and color illustration of warriors from in Eurasia from the 8th C BC to 17th C AD. Includes Sarmations, Huns, Goths, Scythians, Kushans, Parthians, etc. $32.00

Middle Ages

CAMP9 AGINCOURT 1415 The tiny English army under Henry V numbered 6,000, being 5,000 archers & 1,000 men-at-arms, was to battle a French army of around 30,000, but yet again the impetuousness of the French nobles and knights was to lead to their undoing. $32.00

MAA111 ARMIES OF CRECY & POITIERS Two of the most important battles in the early years of the 100 Years War, between the French and English. $23.00

MAA113 ARMIES OF AGINCOURT An excellent overview of this crucial battle between the French and English during the 100 Years War. $23.00

MAA333 ARMIES OF MEDIEVAL RUSSIA 750 - 1250 Many influences combined in this colorful culture. $22.00

MAA154 ARTHUR & THE ANGLO-SAXON WARS The Arthurian Age & the birth of England. A time of settlement & the sword, with invading Germanic peoples such as the Saxons, Jutes, and Angles. Also the Welsh, Irish, Picts, Danish. $23.00

MAA89 BYZANTINE ARMIES 886-1118 AD The last bastion of Civilization to span from the Ancient era to the Middle Ages. They fought with & against the Crusaders, Islam, etc. $23.00

MAA287 BYZANTINE ARMIES 1118-1461 AD Their continued wars with the Turks, the Italians, the Normans, etc, with organisation, equipment, tactics, colors, etc. $23.00

CAMP43 FORNOVO 1495 What happened when the Italian knights squared off against the French knights? $32.00

MAA231 FRENCH MEDIEVAL ARMIES 1000-1300 AD Covers their origins, training, feudal service, knightly ideals, troop types, mercenaries, militias, strategies and tactics. $23.00

MAA200 EL CID & THE RECONQUISTA The very name El Cid sums up much of the special character of medieval Spanish warfare. This book covers 1050 - 1492 AD. $23.00

WAR11 ENGLISH LONGBOWMEN 1330-1515 An indepth examination of the famous English longbowmen. $26.00

MAA310 GERMAN MEDIEVAL ARMIES A totally revised version, covering many different campaigns. $23.00

CAMP53 GRANADA 1492 Granada was the last Islamic enclave in Spain, and it took 11 years for the Spanish to overcome it. $32.00

CAMP13 HASTINGS 1066 The Norman invasion of Britain, and the subsequent battle of Hastings. $32.00

CAMP19 HATTIN 1187 Read how the events of 1187 AD shook Western Europe as Saladin crushed the Christian army at Hattin, then retaking Jerusalem. $32.00

MAA317 HENRY V & The CONQUEST OF FRANCE Covers Henry V's conquest of France, following on from Agincourt. Includes several campaigns, troop eqiupment, etc. $22.00

MAA195 HUNGARY & THE FALL OF EASTERN EUROPE Hungary beat back invasions from Germany, settled invading Pecenegs, Magyars, Cumans, & fought Ottomans $23.00

MAA136 ITALIAN MEDIEVAL ARMIES 1300-1500 A fascinating history, as the Italians formed a number of powerful city states, who competed against each other. $23.00

WAR25 ITALIAN MILITIAMAN 1260-1392 Urban militias were the main forces available to the Italian cities. $26.00

WAR18 KNIGHT OF OUTREMER 1187-1344 Following Saladin's great victory at Hattin in 1187AD, the remaining Latin or Catholic enclaves in the Mediterranean were called Outremer. $26.00

ELITE17 KNIGHTS AT TOURNAMENT One of the greatest pasttimes of medieval nobles - tournaments! $26.00

CAMP46 LAKE PEIPUS 1242 AD The story of the struggle between the Teutonic Knights and the powerful Russian city state of Novgorod. They clashed at frozen Lake Peipus. $32.00

CAMP50 MALTA 1565 AD The epic siege of the island fortress of the Knights Hospitaller by the Turkism army of Suliman is one of the most compelling stories in western history. $32.00

MAA50 MEDIEVAL EUROPEAN ARMIES Probably the most important book any fantasy or medieval wargamer can buy. This superb book covers in detail how feudal armies were raised, how mercenaries were hired, and how all such bodies of troops were organised, cavalry, infantry, artillery. And tactics, including the longbow, Swiss pike, Hussite, Condottieri. $23.00

MAA99 MEDIEVAL HERALDRY An introduction to the reader of the role of the military aspect of heraldry and examples of how it was used in the 14th and 15th centuries. $23.00

CAMP64 NICOPOLIS 1396 The Last Crusade as a Franco-Burgundian army with Hungarian allies, take on the Ottomans with Serbian allies. Crusader arrogance was again their undoing. $32.00

WAR1 NORMAN KNIGHT 950-1204 AD 64 page book, with 12 color pages. The rise and development of Norman Knights. $26.00

CAMP44 PAVIA 1525 Pavia was the most decisive battle of the Italian between Italy and France. $32.00

MAA171 SALADIN & THE SARACENS Gives a full account of Saladin as he lead the Saracens in battle against the Crusaders, but also details the Seljuqs, Fatamids, Kwarismians, Mamluks. $23.00

WAR7 SAMURAI 1550-1600 An indepth look into the training, arms and armor of the Samurai warrior, during the Japanese Age of Battles $26.00

WAR10 SARACEN FARIS 1050-1250 AD The Saracen cavalry, or faris, bested the Crusader's in almost every battle, but of a bigger threat were the Seljuq Turks and Mongols. $26.00

MAA222 THE AGE OF TAMERLANE Said to be a descendent of Genghis Khan, Timur defeated the Jagatai, Karts, Jalayarids, Georgians, Turkomans, Golden Horde, Mazandarians, Muzaffarids, Ottomans, Mamluks, & the Delhi Sultanate. $23.00

MAA279 THE BORDER REIVERS Focuses upon the mounted English Border Reivers, elite troops who protected the English border from Scottish raids. $23.00

ELITE19 THE CRUSADES An overview of the Crusades, their participants, battles, etc. $26.00

ELITE58 THE JANISSARY INFANTRY The Janissarys were elite infantry serving in the army of the Ottoman Turks. $26.00

MAA155 THE KNIGHTS OF CHRIST Details the feared Templars; Knights of St John, the Hospitallers; Knights of St Lazarus; Hospitallers of St Thomas; German Orders, etc. $23.00

MAA259 THE MAMLUKS In Europe the Mamluks of Egypt are remembered as so-called Slave Kings who drove the Crusaders from the Holy Land. $23.00

MAA105 THE MONGOLS The most successful warrior race in the whole of the Middle Ages. Russian cities fell before them, and then they turned on Hungary, crushing its armies. $23.00

ELITE9 THE NORMANS The Normans began the creation of the United Kingdom, defeating of the Anglo-Saxons and unifying of all of Britain. Also established a state in southern Italy and Sicily. $26.00

ELITE23 THE SAMURAI One of my favorite Osprey books - this one covers the Samurai from 935AD until 1600 AD, with the most stunning color plates I've seen by Angus McBride. $26.00

MAA151 THE SCOTTISH & WELSH WARS 1250-1400 Despite the Normans conquering the Anglo-Saxon England in 1066, it was another two centuries before the Anglo-Norman kings penetrated the wild interiors of Wales & Scotland. $23.00

MAA94 THE SWISS AT WAR One of the best MAA books. The whole book presents the development of the Swiss army by presenting detailed accounts of battle after battle, showing the Swiss changing from all halberdiers to mixed pikes and halberds. $23.00

MAA210 THE VENETIAN EMPIRE 1200-1670 AD The city state of Venice in Italy had it's own fleets, an extremely aggressive merchant empire (3,000! ships by 1450AD). $23.00

MAA145 THE WARS OF THE ROSES War between the houses of York and Lancaster. A unique study, for this war was one of the only ones in which both sides used longbows. $23.00

Gun Powder Era

OSP346-3 A MILITARY ATLAS OF THE NAPOLEONIC WARS Huge hardcover book with over 340 pages with 169 maps illustrating each campaign and battle where Napoleon was in command, with an incisive narrative of the Napoleon wars. $150.00

ELITE62 AMERICAN CIVIL WAR ZOUAVES American Zouaves regiments, being filled with foreigners, based themselves on the French Zouaves. $26.00

CAMP2 AUSTERLITZ 1805 Napoleon was cut off from his supply lines, and opposed by a joint Russian/Austrian army, yet he still managed to win. How did he manage such a feat? $32.00

Warrior 24 Austraian Grenadiers & Infantry 1788-1816 Austrians took part in almost all the Napoleonic wars, and even managed to defeat the French on a few occasions. $27.00

BATTLE IN THE CIVIL WAR It is a step by step explanation of how the Blue and Gray armies squared up to fight each other; how they maneuvered on the battlefield and what happened when they came to close combat. With *tons* of great illustrations. $30.00

MAA301 BOER WARS (I) 1836-1898 AD The Dutch settlers in South Africa, the Boers, crushed almost everything the English and local Africans could throw at them. $23.00

MAA303 BOER WARS (II) 1898-1902AD The Boers manage to impose their authority over the black population by the mid 1890s, but by 1902 they were defeated by the British. $23.00

MAA319 BRITISH FORCES IN NORTH AMERICA 1793-1815 Uniforms, organisation & equipment, etc. $23.00

MAA294 BRITISH FORCES IN THE WEST INDIES 1793-1815 Uniforms, organisation & equipment of the British forces, including blacks, the West Indies, from 1793-815. $23.00

WAR19 BRITISH REDCOAT 1740-93 During the 50 year period covered by this study, the British army earned itself a formidable reputation as a fighting force. $26.00

WAR20 BRITISH REDCOAT (2) 1793-1815 Continues the story of the British Redcoat into Waterloo. $26.00

CASTIGLIONE 1796 A 96 page A4 sized book with incredible detail. With the battle of Castiglione in 1796 Napeleon repulsed the first of four Austrian attempts to rise the French siege of Mantua. Until now there has been no account of this in English. $42.00

CAMP55 CHANCELLORSVILLE 1863 Considered to be Robert E. Lees finest victory, but it cost him Jackson. $32.00

Campaign: Culloden 1746 Follows the progress and final defeat of Prince Charles Edward Stuart of Scotland. $30.00

Campaign 56 Eggmuhl 1809 Focuses on the early part of the campaign between Austria and France. Even though neither Charles or Napoleon achieved their objectives, who actually won? $33.00

MAA328 Émigré & Foreign Troops in Bristish Service (I) 1793 – 1802. Uniforms, history, etc. $23.00

CAMP63 Fredericksburg 1862 The epic struggle that engulfed the Union army as it tried to sieze Fredericksburg from Lee. $32.00

CAMP52 GETTYSBURG 1863 This clash of 150,000 soldiers from both sides would ultimately decide the nation's fate. $32.00

OB1 Gettysburg: Confederate A new series of Osprey books – Order of Battle. Supported by comprehensive organization diagrams the forces involved are examined unit by unit. $33.00

OB2 Gettysburg: Union A new series of Osprey books – Order of Battle. Supported by comprehensive organization diagrams the forces involved are examined unit by unit. $33.00

WAR21 HIGHLAND CLANSMAN 1689-1746 Focuses on the Clansmen during their conflict with the English. $26.00

WAR22 IMPERIAL GUARDSMAN 1799-1815 Focuses on the French Imperial Guard. $26.00

CAMP51 INKERMAN 1854 The Russians march out of the besieged city of Sevastopol to throw off the allied British & French forces. The Russians outnumber their enemies 5 to 1! $32.00

MAA292 KING GEORGE'S ARMY 1740-1793 (3) Uniform colors and organisation etc of the English army involved in the Seven Years War, the War of Austrian Succession, and War with France in America. $23.00

MAA307 LATE IMPERIAL CHINESE ARMIES 1520-1840 Chinese weapons & tactics fall behind those of other nations. $23.00

MAA296 LOUIS XV's ARMY (1) CAVALRY & DRAGOONS A substantial part of Louis XV's army consisted of numerous regiments of Guard Cavalry, heavy Cavalry, and dragoons. $23.00

MAA302 LOUIS XV's ARMY (2) FRENCH INFANTRY Details the troops recruited from men born and raised in France. $23.00

MAA304 LOUIS XV's ARMY (3) FOREIGN INFANTRY The importance of foreign regiments in the French army was great. $23.00

MAA308 LOUIS XV's ARMY (3) Light Troops & Specialists Reveals an extraordinary variety of units. $23.00

MAA313 LOUIS XV's ARMY (5) Colonial & Naval Troops Reveals an extraordinary variety of units. $23.00

NAPOLEON JOURNAL # 14 78 page journal featuring a huge article on the Battle of Borodino, Napoleon explores Egypt, etc. $18.00

OSP371-4 NAPOLEON'S ELITE CAVALRY Huge hardcover book with 91 magnificent color plates of Napoleons cavalry, painted by Lucien Rousselot, with text describing the men & uniforms. $110.00

NAPOLEON No. 13 A glossy color magazine, this one focusing on Napoleon's Egyptian campaign, covering the Battle of the Nile in special detail, plus diagrams, maps, etc. $15.00

ELITE67 PIRATES 1660 – 1730 A detailed look at pirates, covering tactics, weapons, ships, and write ups on famous pirates, presenting their deeds and accomplishments, and demise. $27.00

OB3 QUEBEC 1759 Highly detailed unit-by-unit examination of the forces involved in the battle for Quebec. Also maps. $33.00

CAMP41 RORKE'S DRIFT 1879 The most famous battle of the Zulu war against the British. Little more than 100 British soldiers and patients defend a hospital against almost 4,000 Zulus. $32.00

MAA297 RUSSIAN ARMY OF THE SEVEN YEARS WAR (1) Covers the Russian army from 1725 - 1740 and then into the seven years war, looking at uniforms, tactics, chronology, etc. $23.00

CAMP48 SALAMANCA 1812 The most decisive battle of the entire Peninsular War where Wellington smashed Marmont's French army, with a thrilling pursuit then occuring. $32.00

CAMP57 SAN JUAN HILL 1898 America emerges as a world power in 1898 after fighting against the Spanish over the independence of Cuba. Includes the naval battle. $32.00

MAA331 Scots Armies of the English Civil Wars The Scots armies of King Charles I and II played key roles in the wars. $22.00

CAMP54 SHILOH 1862 The first major battle in the Western Theatre of the American Civil War, a great shock to all. $32.00

MAA321 SPANISH ARMY OF NAPOLEONIC WARS (1) Uniforms, tactics, organisation, history, etc. $22.00

MAA332 SPANISH ARMY OF NAPOLEONIC WARS 1808-1812(2) Uniforms, tactics, organisation, history, etc. $22.00

MAA334 SPANISH ARMY OF NAPOLEONIC WARS 1812-1815 (3) Uniforms, tactics, organisation, history, etc. $22.00

MAA323 THE AUSTRIAN ARMY 1836-66 (1) The post-Napoleonic Austrian Army, focusing on infantry. $22.00

MAA329 THE AUSTRIAN ARMY 1836-66 (2) The post-Napoleonic Austrian Army, focusing on cavalry. $22.00

MAA324 The North-East Frontier 1837 – 1901 British India's North-East frontier saw heaps of military activity. $22.00

MAA314 THE OTTOMAN EMPIRE 1775-1820 The Army of the Ottoman Empire in the Napoleonic era. $23.00

MAA293 THE RUSSIAN CIVIL WAR (1) THE RED ARMY Uniforms, equipment and organisation of the Red Army during Russia's civil war, which raged from 1917-1926. $23.00

MAA305 THE RUSSIAN CIVIL WAR (2) THE WHITE ARMY Uniforms, equipment and organisation of the 'White' Army during Russia's civil war, which raged from 1917-1926. $23.00

EHQ THE WAR IN MEXICO Hardcover book. Volunteers from many states were carried to Mexico by a war fever that anticipated the American Civil War. Future generals got their experience. $60.00

WAR13 UNION CAVALRYMAN 1861 - 1865 Extremely detailed look at the training, development, equipment, uniforms, organisation and tactics of the Union Cavalry. $26.00

MAA281 US DRAGOONS 1833 - 1855 The US Dragoons were formed in 1833 to explore far and wide into the Western territory, & bear the arms of the Union. $23.00

CAMP59 VITTORIA 1813 Wellington fights the French in Spain, with this battle deciding the Peninsular war. $32.00

CAMP15 WATERLOO 1815 A detailed examination of one of the most famous battles in history. Napoleon vs Wellington. $32.00

CAMP47 YORKTOWN 1781 Washington systematically begins seeking out and destroying British impregnable fortresses. $32.00

WAR14 ZULU 1816 - 1906 The Zulus caused the British Colonial troops quite a scare in the late 1870s. But fire power eventually won the day. $26.00

WWI, WWII, & Modern

NV30 AMTRACS US amphibious assault vehicles were used heavily in WWII, especially in the Pacific against the Japanese. A lack of them at Betio Island in 1943 saw a casualty list of 3,400 marines - one third of them killed. Also postwar amtracs. $21.00

CAMP5 ARDENNES 1944 Hitlers last desperate gamble - the Battle of the Bulge. $32.00

Concord Armor of the Vietnam War (1) Allied Forces Heaps of B&W photos with text, & color plates. $22.00

CAMP42 BAGRATION 1944 A very detailed account of the build-up to, and the battles involved with the Soviet Army's massive assault on the Nazi Army Group Centre, in 1944 $32.00

OSPACE5 Blenheim Squadrons of WWII The British Blenheim medium bombers were largely obsolete, yet they still saw substantial amounts of action. They needed fighter support to survive. $32.00

WAR16 BRITISH TOMMY 1914-1918 This book looks in detail at how the British soldier lived, fought, and died during those horrible years of WW1. Weapons, tactics, uniforms, etc. $26.00

MAA306 CHINESE CIVIL WAR 1911-49 The fall of the Manchu dynasty in 1911 brought to an end a thousand years of Imperial rule and ushered in 40 years of strife. $23.00

Concord D-Day Tank Warfare Armored combat in the Normandy campaign from June – August 1944, covering US, Germand English tanks. Heaps of photos, color plates. $22.00

AIR7 F-8 Crusader Units in Vietnam Armed with four 20mm cannon, this was called "last of the gunfighters." $33.00

CAMP58 FIRST YPRES 1914 This is where the BEF fought its last battle. It's heroic defense saw it eventually destroyed. $33.00

MAA325 FRENCH FOREIGN LEGION 1914 - 1945 The Foreign Legion as it was during World War II. $22.00

MAA300 FRENCH FOREIGN LEGION SINCE 1945 Follows the history of service and composition of Foreign Legion units throughout the world. $23.00

NVA29 German Armored Cars & Reconnaissance Half-tracks 1939-45 Development & history, orders of battle. $21.00

NVA26 German Light Panzers 1932-1942 The light Panzers were the workhorse of the German early WW2 army. $26.00

ELITE63 GERMAN MOUNTAIN & SKI TROOPS 1939-45 One of the elite arms of the German forces during WW2, that has received little attention. This book gives them attention at last. $26.00

ACE22 Imperial Japanese Navy Aces 1937-45 Several Japanese pilots achieved 'acedom' by shooting down over 60 enemy aircraft. This book details the exploits of many such aces. $33.00

NVA7 IS-2 HEAVY TANK 1944-73 Follows the history of the development and action of the IS Soviet heavy tank, which first appeared in late 1943. $23.00

CPV1 JagdWaffe: Luftwaffe Colors Vol 1 Section 1 Covers the Luftwaffe from 1919 to 1938, including history & colors. $42.00

ACE6 Junkers Ju 87 in North Africa & Mediterranean The Ju 87s faced completely different combat conditions in North Africa and the Mediterranean, as there was no British radar. $32.00

NVA1 KINGTIGER HEAVY TANK Detailed look at development & action of Pz VI B. $23.00

CAMP16 KURSK 1943 Excellent blow by blow account of the largest tank battle in history, where the Germans launched their last and perhaps most stupid offensive in Russia. $32.00

NVA17 KV-1 & 2 HEAVY TANKS 1941-45 The Germans got two nasty shocks when they invaded Russia in 1941 - the T-34 and the KV-1 & 2. $23.00

NVA24 LEOPARD 2 The German main battle tank from 1979-'98. Development, variants, etc. $23.00

M2/M3 BRADLEY INFANTRY FIGHTING VEHICLE 1983-95 The US designed the M2/M3 Bradley to operate alongside the M1 Abrams, which is extremely fast and mobile. $23.00

NVA33 M3 & M5 Stuart Light Tank 1940-45 American light tanks that were severly outgunned, yet did Ok in the East. $22.00

CAMP61 MEGIDDO 1918 The last great cavalry victory of history. Supported by Lawrence of Arabia and his Arabs, the English Desert Mounted Corps destroy three Turkish armies. $30.00

NVA21 MERKAVA 1977-96 A detailed account of Israel's impressive Main Battle Tank, the Merkava. $23.00

CAMP49 MONS 1914 The first major class of the Great War, Mons came as a nasty shock to the German army. $32.00

CAMP1 NORMANDY 1944 Detailed account of the D-Day invasion by the Allies in 1944. $32.00

OSP7112 OSTFRONT Hardback book covering the war on the Russian front from 1941 – 45, Hitler's greatest mistake. $45.00

AIR8 P-61 Black Widows in WW2 A brilliant radar-equipped nightfighter, the Black Widow saw astounding success in WW2 both in Europe and the Pacific. $33.00

NVA22 PANTHER & VARIANTS All the actual and planned variants of the Panther, including combat Ausf A, D, G, JadgPanther, planned FlakPanther, Panther F, etc. $23.00

Concord Panzers in the East (1) 1941-43 1941 to 1943 were the of German aggression within the Soviet Union, with huge gain of territories. With heaps of photos, and many color plates. $22.00

Concord Panzers in the East (2) 1943-45 1943 to 1945 saw the decline and eventual defeat of the German army on the East front. With heaps of photos, and many color plates. $22.00

Concord Panzertruppen at War With heaps of photos with text covering German tanks, tank destroyers and AFVs from 1939 to 1945, including tank destroyers. Also many color plates. $22.00

Concord Panzerwaffe at War (1) Nuremberg to Moscow With heaps of photos with text covering German tanks, tank destroyers and AFVs from pre-war to the gates of Moscow. $22.00

Concord Panzerwaffe at War (2) Moscow to Berlin With heaps of photos with text covering German tanks, tank destroyers and AFVs from 1942 to 1945, Russian front, Africa, Europe. $22.00

NVA27 PANZER III The history and development of this important German tank from 1936-1944. $23.00

NVA28 PANZER IV The history and development of the workhorse of the German army from 1936-1945. $23.00

CAMP62 Pearl Harbor 1941 7th Dec 1941 saw Japanese air superiority and surprise lead to the shattering of the superior US Pacific Fleet by Japanese naval aircraft and submarines. $32.00

ACE21 Polish Aces of World War 2 Polish pilots saw action from the first day of WWII until the final victory in Europe. $32.00

OSP7775 Retreat, Hell! We Just Got Here! A hardcover book focusing on the American Expeditionary Force in France during 1917-1918, in World War One. $42.00

ELITE65 REDCAPS Britain's Military Police Had every British soldier over the centuries been an obedient and dutiful soul, there would have been no need for the military police. $26.00

NVA25 SDKFZ 251 Half-Track 1939-45 The first widespread use of armored infantry to accompany tanks was in WW2. $26.00

NVA3 SHERMAN MEDIUM TANK The successor to the M3 Lee/Grant, the M4 Sherman medium tank was the primary Allied tank of the west in WW2. $22.00

NVA34 Sturmartillerie & Panzerjager 1939-45 German assault guns and tank destroyers, incl. Marders, StuGs, etc. $22.00

Concord Stalin's Heavy Tanks 1941-1945 Covers the T-35, KV and IS tanks and tank destroyers, with heaps of photos, many which I have not seen before. Also great reading. $22.00

Concord Soviet Tanks in Combat 1941-1945 Covers the T-28, T-34/76, T-34/85, T-44 and tank destroyers, with heaps of photos, many which I have not seen before. Also great reading. $22.00

NVA19 STUG III ASSAULT GUN 1940-1942 One of German's most powerful AFVs at the beginning of the war. $23.00

NVA9 T-34/76 MEDIUM TANK 1941-45 The best tank of WW2 at the time of its inception. It gave the German's a hell of a scare, and inspired the Panther. By Steven Zaloga. $23.00

NVA20 T-34/85 MEDIUM TANK 1944-1994 The T-34/76 was upgunned to the 85mm calibre gun in 1944. $23.00

Concord Tank Battles of the Mid-East Wars (2) 1973 Israeli and Arab tanks involved in the mid-east wars from 1973 to the current days. $23.00

MAA312 THE ALGERIAN WAR 1954-62 France's attempt to hold onto its colony in Algeria. $23.00

OB5 The Ardennes Offensive Supported by comprehensive organization diagrams the forces involved are examined unit by unit, this book the VUS Corps & XVIII US Airborne Corps. $33.00

OB4 The Ardennes Offensive Supported by comprehensive organization diagrams the forces involved are examined unit by unit, this book the VI Panzer Armee. $33.00

ELITE61 THE BRITISH GUARDS DIVISION 1914-45 Follows the British Guards in action in two World Wars. $26.00

CAMP60 THE EBRO 1938 The last, doomed major Republican offensive of the Spanish Civil War in 1938. $32.00

MAA315 THE FRENCH ARMY 1939-45 (1) The uniforms, organization & equipment of the French army during WW2. $23.00

MAA318 THE FRENCH ARMY 1939-45 (2) Covers the Free French, the Fighting French, & Army of Liberation. $23.00

MAA322 THE FRENCH INDOCHINA WAR 1946-54 The French were soundly defeated in North Vietnam. $23.00

MAA311 THE GERMAN ARMY 1939-45 1 BLITZKRIEG The uniforms & equipment of the German army, etc.. $23.00

MAA316 THE GERMAN ARMY 1939-45 2 North Africa & Balkans The uniforms & equipment of the German army. $23.00

MAA326 THE GERMAN ARMY 1939-45 3 The Eastern Front The uniforms & equipment of the German army. $23.00

MAA330 THE GERMAN ARMY 1939-45 4 The Eastern Front From 1943-45, unit organisation, uniforms, equipment. $22.00

MAA309 THE ITALIAN INVASION OF ABYSSINIA 1935-36 Italian invasion of Ethopia before WW2. $23.00

NVA32 The Long Range Desert Group Constantly operating on the flanks or rear of the enemy between 1940-1943. $22.00

Concord The M4 Sherman at War The Sherman in action in the European Theatre from 1942-45. Heaps of photos, etc. $23.00

NVA31 The M47 and M48 Patton Tanks The backbone of US armored units for over a decade, also serving in Israel. $22.00

NVA5 TIGER I HEAVY TANK 1942-45 The development, models, and action of the most feared heavy tank of WW2, the Tiger I, armed with that ubiquitous 88mm L56 gun. $23.00

MAA327 US MARINE CORPS IN WWI 1917-1918 Guide to their organisation, uniforms & equipment. $23.00

Concord U.S. Infantry in Vietnam Heaps of color and B&W photos of US infantry in Vietnam in 60s and 70s. $23.00

WAR23 US MARINE IN VIETNAM Very detailed examination of US Marines while serving in Vietnam. $26.00

Concord U.S. Tank Destroyers in Combat 1941-45 From jeep and halftrack mounted guns to M-10s, M-18s, and M-36s. Heaps of photos, many of them seen for the first time, and color plates. $22.00

Concord Waffen SS (1) 1934-1943 With heaps of photos with text covering the Waffen SS. Also color plates. $15.00

VIDEOS

Historical Videos

Panzer Videos

A series of 60 minutes videos focusing on various German military tanks of WWII.

CHR006 Panzer VI Tiger & Kingtiger Video covers the Tiger I and II, and Elephant and Sturmtiger. $40.00

CHR007 Panzer V Panther Video covering the magnificent Panther tank in action on all fronts from 1943-45. $40.00

CHR008 Panzer IV The workhorse of the German Army. $40.00

CHR009 Panzer III Used effectively in the early war years. $40.00

CHR010 Light Panzer I, II, 35(t) and 38(t) Although small and weak, these tanks lead the early Blitzkrieg. $40.00

CHR011 Assault Guns StuG III and StuG IV The highly successful German series of assault guns. $40.00

CHR012 Self Propelled Weapons Self propelled guns such as the Marder, Wespe and Hummel. $40.00

CHR013 Half Tracks & Armored Cars German armored recon vehicles and infantry carriers. $40.00

CHR034 Panther Ausf A & D Focuses on the Panther D and early A variants, using footage not on the earlier video. $40.00

CHR035 88mm Flak 36 Focus on the famous German 88. $40.00

CHR036 Fallschirmjaeger 'Green Devils' 1933-1941 The paratroop arm of the Luftwaffe, concentrating on Crete 1941. $40.00

CHR037 Fallschirmjaeger 'Green Devils' 1942-1945 Covers primarily the Italian and Normandy theatres, but also shows them engaging Soviet T-34s using Panzerschrecks. $40.00

Luftwaffe Videos

CHR015 Jager - Day Fighters 1939-42 The video primarily covers the Messerschmitt Bf-109. $40.00

CHR016 Jager - Day Fighters 1942-45 The video primarily covers the FockeWulf Fw-190. $40.00

CHR017 Zerstorers- Heavy Fighters & Nightfighters $40.00

CHR018 Stuka & Schlachtflieger Stuka, Hs-129, Fw-190. $40.00

CHR019 Bombers & Bomber Operations 1939-42 $40.00

CHR020 Bombers & Bomber Operations 1942-45 $40.00

CHR021 Jet Fighters, Jet Bombers & V. Weapons $40.00

CHR022 Transports, Gliders & Fallsschirmjager $40.00

Anime Movie Guide

The Anime Movie Guide 286 page, large novel sized book, this is an authoritative guide to Japanese anime. Features detailed listings of films and videos released since 1983, arranged by year and by title, with illustrations. Has Japanese and English titles. $33.00

Babylon 5 Videos

We now stock the full range of currently availabe *Babylon 5 Videos*, by Warner Home Video. (I own all the videos myself!) The Babylon 5 series focuses on an ancient, evil race that gathers together in the shadows, once it has been accidently reawakened by a curious human survey team. Meanwhile, another equally ancient race helps to prepare the younger races to prepare for the return of this evil menace. The entire series is packed full of mysteries that will be revealed to you eventually, though you will have to watch some episodes as much as four times to spot all the cleverly hidden clues. I used to be a die-hard Trekie, but once I realised that a brilliant continuous plot line line linked all the Babylon 5 episodes together, I defected!

Each tape has either a double episode, or two 45 minute episodes.

Season One

B5 Pilot Universe on Brink of Destruction $20.00
Ambassador Kosh is poisoned as soon as he arrives on Babylon 5, and the race is on to find the assassin.

B5 Vol 1 Midnight on Firing Run/Soul Hunter $20.00
A Centauri outpost is attacking without provocation./A Soul Hunter comes to Babylon 5 - but who is his target?

B5 Vol 2 Born to the Purple/Infection $20.00
A Centauri slave-dancer tries to seduce Londo Molari./A very dangerous illegal artifact is smuggled onto Babylon 5.

B5 Vol 3 Parliament of Dreams/Mind War $20.00
An assassin is sent to kill G'Kar./A rogue telepath flees PsiCorps, but why are his powers so great?

B5 Vol 4 War Prayer/Sky Full of Stars $20.00
The Home Guard group infiltrate Babylon 5, intent on killing aliens./ Earth radicals kidnap Commander Sinclair, and probe his mind to learn why the Minbari surrended.

B5 Vol 5 Deathwalker/Believers $20.00
Deathwalker arrives on Babylon 5, claiming to have an immortality serum./A dying child is not allowed surgery.

B5 Vol 6 Survivors/By Any Means Necessary $20.00
Radicals plan to assassinate President Santiago when he visits Babylon 5./The Docking Bay workers go on strike.

B5 Vol 7 Signs & Portents/TKO $20.00
One of the best episodes. A strange man, Morden, comes to B5 and asks everyone, "What do you want?" Meanwhile, a Raider strike carrier attacks B5./A kick-boxer comes to B5.

B5 Vol 8 Grail/Eyes $20.00
A hideous Na'ka'leen Feeder alien is on the loose on B5./An official interrogates Sinclair and tries to have him sacked.

B5 Vol 9 Legacies/Babylon Squared $20.00
The body of dead Minbari leader, brought to B5, disappears. The Minbari threaten another war./Babylon 4, which disappeared 4 years ago, suddenly re-appears.

B5 Special Episode: A Voice in the Wilderness $20.00
The dead planet below B5, Epsilon 3, suddenly comes to life, revealing aeons old technology.

B5 Vol 10 Quality of Mercy/Chrysalis $20.00
An escaped killer takes a dying doctor hostage./Delenn turns into a chrysalis, a plot is made to assassinate President Santiago, and unknown forces attack a Narn military outpost.

Season Two

B5 Vol 11 Points of Departure/Revelations $20.00
Sheridan arrives on B5 to take over after Sinclar leaves, but Minbari dissidents are not happy & try to provoke another war./Delenn emerges from the chrysalis, but what has she become? The Narn suspect that the Shadows, are back.

B5 Vol 12 Geometry of Shadows/Distant Star $20.00
Technomages come to B5./An Earthforce Explorer ship is damaged in the warp, and B5 goes to the rescue, but they encounter a Shadow ship in the warp.

B5 Vol 13 The Long Dark/Spider in the Web $20.00
B5 finds a derelict, ancient space ship, with one passenger still alive in cryo-sleep./An terrorist arrives on B5, hoping to destroy the Mars peace process.

B5 Vol 14 Soul Mates/Race Thru Dark Places $20.00
Londo has to choose which two of his three wives he should divorce./Psi Cop Bester comes to B5.

B5 Vol 15 Coming of the Shadows/Gropos $20.00
Centauri emperor comes to B5, hoping to make peace with the Narns, but Londo and Refa make plans to attack a Narn base./Hundreds of Marines arrive prior to going on a mission.

B5 Vol 16 All Alone in the Night/Acts of Sacrifc $20.00
General Hague asks Sheridan to help spy on the new president./The Narn are losing the war against the Centauri.

B5 Vol 17 Hunter, Prey/ Now For A Word $20.00
Evidence is found that Sandiago was assassinated./Narn and Centauri ships fight at B5.

B5 Vol 18 There All the Honor Lies/Knives $20.00
Sheridan is tricked into killing a Minbari./Londo is forced to duel his old friend.

B5 Vol 19 Shadow of Z'ha'dum/Confessions $20.00
Sheridan arrests Morden and questions him as to why his wife died on the ship that went to Z'ha'dum./A plague infests B5.

B5 Vol 20 Long, Twilight Struggle/Divided Loyl $20.00
One of the best episodes. Narns attack a Centauri outpost with their entire fleet, but a surprise is waiting for them./A psicorps planted traitor is in the B5 command staff.

B5 Vol 21 Comes the Inquisitor/Fall of Night $20.00
A Vorlon inquisitor interrogates Delenn & Sheridan./A Centauri Battlecruiser attacks Babylon 5. Great episode.

Season Three

B5 Vol 22 Matters of Honor/Convictions $20.00
The White Star battles a Shadow ship./A mad bomber places bombs all over B5.

B5 Vol 23 Day in the Strife/Gethsemane $20.00
G'Kar is told to return to Narn, where he will probably be executed./A monk learns he is a brain-wiped ex-murderer.

B5 Vol 24 Voices of Authority/Dust to Dust $20.00
Ivanova uses the Great Machine on Epsilon 3, and finds unexpected evidence./Bester comes to B5 tracking down an illegal psionic drug that is on the black market.

B5 Vol 25 Exogenesis/Messages from Earth $20.00
People from 'Down Below' are having sybiotic aliens put on them./President Clark has found a Shadow ship. Sheridan tries to destroy it first.

B5 Vol 26 Point of No Return/Severed Dreams $20.00
Civil war breaks out in Earthforce. Nightwatch are given control of B5./Severed Dreams is the best Babylon 5 episode made. It won the Hugo SF award, defeating all other challengers. I've watched it over ten times at least! Babylon 5 declares its independence, and an Earthforce Task Force is sent to take control of Babylon 5 by force - and B5 resists!

B5 Vol 27 Light & Dark/Sic Transit Vir $20.00
Nightwatch terrorists kidnap Delenn, and try to take over B5./What connection does Vir have with 2,000 Narns who appear to have died?

B5 Vol 28 Late Delivery/Ship of Tears $20.00
Sheridan tries to get the League to help defend B5./The Shadows run a ship of 'weapons systems' near B5, and Bester helps Sheridan to capture it.

B5 Vol 29 Interludes/War Without End Pt 1 $20.00
Sheridan tries to make the Vorlons attack the Shadows./A time rift opens, and Sinclair, Sheridan, etc must go through the rift, to reach Babylon 4. Learn of the last Shadow War 1,000 years ago.

B5 Vol 30 War Without End Pt 2/Walkabout $20.00
What are Sinclair and Sheridan planning to do with Babylon 4?/Sheridan asks Lyta to help attack a Shadow ship.

B5 Vol 31 Grey 17 is Missing/Rock Cried Out $20.00
Naroon tries to stop Delenn taking over the Rangers./Londo plans to have Lord Refa removed from power.

B5 Vol 32 Shadow Dancing/Z'ha'Dum $20.00

Sheridan leads a huge battlefleet to attack a Shadow fleet./Sheridan goes alone to Z'ha'Dum to meet with the Shadows.

Season Four

B5 Vol 33 Hour of the Wolf/Whatever Happened $20.00
Londo learns that Emperor Cartagia is insane, and plans to offer the Shadows refuge on Centauri Prime. Sheridan meets Lorien./G'Kar goes looking for Garibaldi.

B5 Vol 34 The Summoning/Apotheosis $20.00
Sheridan and Lorien return to Babylon 5, as does Garibaldi. The Vorlons go on the rampage, destroying whole worlds./Sheridan makes plans to stop the Vorlons and the Shadows, while Londo plans to assassinate Cartagia.

B5 Tape 35 The Long Night/Into the Fire $20.00
Vorlon killer fleets close on Centauri Prime and Coriannis Six. Sheridan sends Lorien and Ivanova to find more First Ones. Sheridan leads the entire Alliance fleet to oppose the Vorlons and Shadows at Coriannis Six. Molari makes plans.

B5 Tape 36 Ephiphanies/The Illusion of Truth $20.00
The Shadow war is over, but Earthgov now threatens B5. Bester arrives with information in exchange for a personal favour. ISN reporters come to B5, wanting to know the truth.

B5 Tape 37 Atonement/Racing Mars $20.00
Delenn is recalled to Minbar and we learn in great detail the beginning of the Earth-Minbari war. Sheridan contacts the Mars resistance. Marcus & Franklin go to Mars, but a traitor is in their midst. Garibaldi agrees to help kidnap Sheridan.

B5 Tape 38 Lines of Comm/Conflicts of Interest $20.00
Delenn goes up against the Drakh, evil allies of the Shadows, while Franklin & Marcus work with the Mars resistance. Garibaldi conspires against Sheridan, and Ivanova begins broadcasts.

B5 Tape 39 Rumors & Lies/Moments of Transitn $20.00
The religious and warrior castes wage war civil war on Minbar. Delenn tries to stop it by challenging the leader of the warriors to an ancient ritual. Earthgov murders 10,000 innocent civilians.

B5 Tape 40 Nor Surrender/Exercise of Powers $20.00
Sheridan leads the White Star Fleet to engage 6 Earthforce Omega destroyers, & Londo makes an offer to G'Kar. Garibaldi goes to Mars, and Sheridan begins planning for battle onMars.

B5 Tape 41 Face of the Enemy/Real Time $20.00
In the midst of conflict, Garibaldi tricks and captures Sheridan, giving him over to Earthgov. Bester then makes his move. Sheridan is interrogated and tortured on Mars.

B5 Tape 42 Darkness & Light/Endgame $20.00
The Mars resistance tries to rescue Sheridan, while Ivanova learns of a fleet of new Omega Destroyers with Shadow technology. She leads the White Star Fleet to engage them. Now free, Sheridan leads the fleet to fight for Mars and Earth, but President Clark will not give in easily. He prepares for scorched earth.

B5 Tape 43 Rising Star/Deconst. of Falling Stars $20.00
Earth has been liberated from Clark, but now a court martial looms over Sheridan. Ivanova reflects. The second episode is a glimpse of the next million years.

Season Five

B5 Tape 44 No Compromises/Londo's Long Night $20.00
The new Captain Elizabeth Lochley takes over Babylon 5 while an assassin prepares to kill President Sheridan. Londo has a heart attack and must face his crimes before he can recover.

B5 Tape 45 Paragon of Animals/Gallery View $20.00
Sheridan tries to forge the younger races into an alliance. The White Star fleet go into action against unknown enemies. Then a new alien race attacks Babylon 5

B5 Tape 46 Learning Curve/Strange Relations $20.00
A new Ranger recruit is singled out by a crime syndicate on B5. Garibaldi distrusts the new Captain. Best comes to B5, while G'Kar becomes Mollari's bodyguard.

B5 Tape 47 Secrets of the Soul/Blind Kingdom $20.00
Franklin discovers a sinister secret kept by an alien race. Byron and Lyta discover a terrible secret about the Vorlons & telepaths.

B5 Tape 48 Telepaths Tragedy/Day of the Dead $20.00
The rogue telepaths on B5 split, and half of them go on the warpath. The Brakiri hold a strange festival that results in the dead visiting several of the key B5 characters.

B5 Tape 49 More details later. $20.00
B5 Tape 50 More details later. $20.00
B5 Tape 51 More details later. $20.00

B5 Tape 52 Fire & Shadow/Fall of Centauri Prime $20.00
Against Sheridan's orders, the Narn and Drazi attack Centauri Prime, while Sheridan rushes after them with the Whitestar Fleet to try to stop them. Meanwhile, the secret powers controling Centauri reveal themselves to Londo, and offer a deal.

B5 Tape 53 Wheel of Fire/Objects in Motion $20.00
G'Kar and Lyta make plans to leave B5, after Lyta strikes a deal with Garibaldi, who is having trouble with his underlings on Mars.

B5 Tape 54 Objects at Rest/Sleeping in Light $20.00
The final episode(s). Sheridan and Delenn leave B5 for their new home on Minbar. Mollari prepares the destruction of the Alliance. Second episode is twenty years later, time for Sheridan to die.

Babylon 5 Telemovies

B5 In the Beginning Telemovie $20.00
Set ten years before the pilot episode of Babylon 5. A human exploratory fleet approaches the Minbari borders and blunders into a Minbari fleet. Misunderstanding leads to a disaster that almost destroys the human race. What can save humanity? *(Don't watch this telemovie until you have watched all episodes in Seasons 1 to 4, otherwise you will spoil it for yourself, by learning the answers to many of the mysteries.)*

B5 Thirdspace Telemovie $20.00
Set in 2261. While on long range patrol, a squadron of Starfuries from Babylon find an ancient artifact drifting through hyperspace. Over a mile long and more than one million years old, they tow it back to Babylon 5 and try to work out what it is. Meanwhile, people all over the station begin having wonderful or horrific dreams...

B5 River of Souls Telemovie $20.00
The Soul Hunters have a terrible secret, 1 billion souls wrongfully imprisoned for 10,000 years. Now someone has stolen them and fled to Babylon 5. Martin Sheen plays the Soul Hunter coming to retrieve them, but as a billion enraged souls erupt on to Babylon 5, all hell breaks loose. Dazzling special effects.

B5 A Call to Arms Telemovie $20.00
The fourth and final B5 telemovie. Earth and Minbari join forces to build two battleships under Sheridans direction. But he receives a message in his dreams to search for three beings, so he assembles a new team, steals the two battleships, and then rushes to lead Earth's defense against the imminent Drakh attack.

Star Trek Videos

Star Trek Next Generation TV Series

(Please allow 1 to 3 weeks for delivery)

STNG V1 Encounter at Farpoint $20.00
STNG V2 Naked Now/Code $20.00
STNG V3 Last Outpost/Where $20.00
STNG V4 Lonely Among/Justice $20.00
STNG V5 Battle/Hide & Q $20.00
STNG V6 Haven/Big Goodbye $20.00
STNG V7 Datalore/Angel One $20.00
STNG V8 110001001/Too Short a Sea $20.00
STNG V9 When Bough Breaks/Home Soil $20.00
STNG V10 Coming Age/Heart of $20.00
STNG V11 Arsenal/Symbiosis $20.00
STNG V12 Skin of Evil/Paris $20.00
STNG V13 Conspiracy/Neutral Zone $20.00
STNG V14 Child/Where Silence $20.00
STNG V15 Elementary Dat/Outrageous $20.00
STNG V16 Loud as Whis/Schizoid $20.00
STNG V17 Unnatural/Matter of Honor $20.00
STNG V18 Measure of Man/Dauphin $20.00
STNG V19 Contagion/The Royale $20.00
STNG V20 Time Squared/Icarus $20.00
STNG V21 Pen Pals/Q Who $20.00

Q Who is my favorite episode – it features the Federation's first encounter with the Borg.

STNG V22 Samaritan/Up Ladder $20.00
STNG V23 Manhunt/Emissary $20.00
STNG V24 Peak Perf/Shades of Grey $20.00
STNG V25 Evo/Ensigns of Command $20.00
STNG V26 Survivors/Watchers? $20.00
STNG V27 Bonding/Booby Trap $20.00
STNG V28 Enemy/Price $20.00
STNG V29 Vengeance Fac/Defector $20.00
STNG V30 Hunted/High Ground $20.00
STNG V31 Deja Q/Matter of Perspective $20.00
STNG V32 Yesterday's Enterprise/Offspring $20.00

Yesterday's Enterprise sees the Enterprise D on exploration duties, when they suddenly encounter a time rift, from which emerges the Enterprise C. Immediately, the present is changed, and the Federation is at war with the Klingon Empire – billions have died so far. And only Guinan notices that something is wrong.

STNG V33 Sins of Father/Allegiance $20.00
STNG V34 Captain's Holiday/Tin Man $20.00
STNG V35 Hollow Pursuits/Most Toys $20.00
STNG V36 Sarek/Menage A Troi $20.00
STNG V37 Transfigured/Best of Both Worlds 1 $20.00

Best of Both Worlds Parts 1 and *2* sees a Borg cube-ship invade Federation space. The Enterprise is despatched to try and delay its progress while a Federation battlefleet is assembled to meet it closer to Earth.

STNG V38 Best of Both Worlds 2/Family $20.00
STNG V39 Brothers/Suddenly Human $20.00
STNG V40 Remember Me/Legacy $20.00
STNG V41 Reunion/Future Imperfect $20.00
STNG V42 Final Mission/The Loss $20.00
STNG V43 Data's Day/The Wounded $20.00
STNG V44 Devil's Due/Clues $20.00
STNG V45 First Contact/Galaxy's Child $20.00
STNG V46 Night Terrors/Identity Crisis $20.00
STNG V47 The Nth Degree/Qpid $20.00
STNG V48 The Drum Head/Half a Life $20.00
STNG V49 The Host/A Mind's Eye $20.00
STNG V50 In Theory/Redemption Part 1 $20.00
STNG V51 Redemption Part2/Darmok $20.00
STNG V52 Ensign Ro/Silicon Avatar $20.00
STNG V53 Disaster/The Game $20.00
STNG V54 Unification Parts 1 & 2 $20.00
STNG V55 Matter of Time/New Ground $20.00
STNG V56 Hero Worship/Violations $20.00
STNG V57 Masterpiece Soc/Conundrum $20.00
STNG V58 Power Play/Ethics $20.00
STNG V59 The Outcast/Cause & Effect $20.00
STNG V60 The First Duty/Cost of Living $20.00
STNG V61 Perfect Mate/Imaginary Friend $20.00
STNG V62 I, Borg/The Next Phase $20.00
STNG V63 Inner Light/Time's Arrow Pt 1 $20.00
STNG V64 Time's Arrow Pt 2/Realm of Fear $20.00
STNG V65 Man of the People/Relics $20.00
STNG V66 Schisms/True Q $20.00
STNG V67 Rascals/A Fistful of Data $20.00
STNG V68 Quality of Life/Chain of Command 1 $20.00
STNG V69 Chain of Command 2/Ship in Bottle $20.00
STNG V70 Aquiel/Face of the Enemy $20.00
STNG V71 Tapestry/Birthright Pt 1 $20.00
STNG V72 Birthright Pt 2/Starship Mine $20.00
STNG V73 Lessons/The Chase $20.00
STNG V74 Frame of Mind/Suspicions $20.00
STNG V75 Rightful Heir/Second Chances $20.00
STNG V76 Timescape/Descent Pt 1 $20.00
STNG V77 Descent Pt 2/Liasons $20.00
STNG V78 Interface/Gambit Pt 1 $20.00
STNG V79 Gambit Pt 2/Phantasms $20.00
STNG V80 Dark Page/Attached $20.00
STNG V81 Force of Nature/Inheritance $20.00
STNG V82 Parallels/The Pegasus $20.00
STNG V83 Homeward/Sub Rosa $20.00
STNG V84 Lower Decks/Thine Own Self $20.00
STNG V85 Masks/Eye of the Beholder $20.00
STNG V86 Genesis/Journey's End $20.00
STNG V87 First Born/Bloodlines $20.00
STNG V88 Emergence/Pre-emptive Strike $20.00
STNG V89 All Good Things Pt 1 & 2 $20.00
STNG3046 The Borg Collective $60.00

Contains all the Borg episodes, Q Who? Best of Both Worlds, I, Borg, and Descent.

Star Trek Deep Space 9 TV Series

(Please allow 1 to 3 weeks for delivery)

DS9 V1 Emissary $20.00
DS9 V2 Past Pro/Man $20.00
DS9 V3 Babel/Captive $20.00
DS9 V4 Q-Less/Dax $20.00
DS9 V5 Passenger/Move $20.00
DS9 V6 Nagus/Vortex $20.00
DS9 V7 Battle/Story $20.00
DS9 V8 Progress/Wishes $20.00
DS9 V9 Forsaken/Dramatis $20.00
DS9 V10 Duet/In the Hands $20.00
DS9 V11 Homecoming/Circ $20.00
DS9 V12 Siege/Invasive $20.00
DS9 V13 Cardassians/Melora $20.00
DS9 V14 Rules Acq/Necc Evil $20.00
DS9 V15 Second Sight/Sanctuary $20.00
DS9 V16 Rivals/Alternate $20.00
DS9 V17 Armageddon Game/Whispers $20.00
DS9 V18 Paradise/ShadowPlay $20.00
DS9 V19 Playing God/Profit & Loss $20.00
DS9 V20 Blood Oath/Maquis Part 1 $20.00
DS9 V21 Maquis Part 2/The Wire $20.00
DS9 V22 Crossover/The Collaborator $20.00
DS9 V23 Tribunal/The Jem'Hadar $20.00
DS9 V3.01 The Search Pt 1 and Pt 2 $20.00
DS9 V3.02 House of Quark/Equilibrium $20.00
DS9 V3.03 Second Skin/Abandoned $20.00
DS9 V3.04 Civil Defenses/Meridan $20.00
DS9 V3.05 Defiant/Fascination $20.00
DS9 V3.06 Past Tense, Pt 1 and Pt 2 $20.00
DS9 V3.07 Life Support/Heart of Stone $20.00
DS9 V3.08 Destiny/Prophet Motive $20.00
DS9 V3.09 Visionary/Distant Voices $20.00
DS9 V3.10 Looking Glass/Improbable $20.00
DS9 V3.11 Die is Cast/Explorers $20.00
DS9 V3.12 Family Business/Shaaker $20.00
DS9 V3.13 Facets/The Adversary $20.00
DS9 V4.01 Way of the Warrior Pt 1 & Pt 2 $20.00
(The best DS9 – Klingons attack DS9!)
DS9 V4.02 Visitor/Hippocratic Oath $20.00
DS9 V4.03 Indiscretion/Rejoined $20.00
DS9 V4.04 Little Green Men/Star Ship Down $20.00
DS9 V4.05 Sword of Kahless/Bashir $20.00
DS9 V4.06 Home Front/Paradise Lost $20.00
DS9 V4.07 Crossfire/Return to Grace $20.00
DS9 V4.08 Sons of Mogh/Bar Association $20.00
DS9 V4.09 Accession/Rules of Engagement $20.00
DS9 V4.10 Hard Time/Shattered $20.00
DS9 V4.11 The Muse/For the Cause $20.00
DS9 V4.12 To the Death/Quickening $20.00
DS9 V4.13 Body Parts/Broken Link $20.00
DS9 V5.01 Apocalypse Rising/The Ship $20.00
DS9 V5.02 Looking for Par'mach/Nor the Battle $20.00
DS9 V5.03 Assignment/Trials & Tribulations $20.00
DS9 V5.04 He Who is Without Sin/Things Past $20.00
DS9 V5.05 The Ascent/The Rapture $20.00
DS9 V5.06 Darkness & the Light/Begotten $20.00
DS9 V5.07 For the Uniform/In Purgatory's Sh. $20.00
DS9 V5.08 By Inferno's Light/Dr Bashir $20.00
DS9 V5.09 Simple Investigation/Business As U. $20.00
DS9 V5.10 Ties of Blood/Ferengi Love Songs $20.00
DS9 V5.11 Soldiers of the Empire/Children of T. $20.00
DS9 V5.12 Blaze of Glory/Empok Nor $20.00
DS9 V5.13 in the Cards/A Call to Arms $20.00
DS9 V6.01 A Time to Stand/Rocks & Shoals $20.00
DS9 V6.02 Sons & Daughters/Behind the Lines $20.00
DS9 V6.03 Favor the Bold Pt1 and Pt 2 $20.00
DS9 V6.04 You are Cordially Invited/Resurrect. $20.00
DS9 V6.05 Statistical Probabilities/Mag.Ferengi $20.00
DS9 V6.06 Waltz/Who Mourns for Morn $20.00
DS9 V6.07 Far Beyond the Stars/One Little Ship $20.00
DS9 V6.08 Honor Among Thieves/Changes of. $20.00
DS9 V6.09 Wrongs Darker/Inquisition. $20.00
DS9 V6.10 Pale Moonlight/His Way $20.00
DS9 V6.11 The Reckoning/Valiant $20.00
DS9 V6.12 Profit & Loss/Time's Orphan $20.00
DS9 V6.13 The Sound of Her Voice $20.00
DS9 V7.01 Image in the Sand/Shadows $20.00
DS9 V7.02 Afterimage/Take Me to Holosuite $20.00
DS9 V7.03 Chrysalis/Treachery, Faith $20.00
DS9 V7.04 Unto the Breach/Siege of AR-558 $20.00
DS9 V7.05 Covenant/It's Only a Paper Moon $20.00
DS9 V7.06 Prodigal Daughter/Emperor's Cloak $20.00
DS9 V7.07 Field of Fire/Chimera $20.00
DS9 V7.08 Inter Arma/Badda-Bing $20.00
DS9 V7.09 Penumbra/Til Death Do us Part $20.00
DS9 V7.10 Strange Bedfellows/Changing Face o'Evil $20.00
DS9 V7.11 When it Rains/Tacking into the Wind $20.00
DS9 V7.12 Extreme Measures/The Dogs of War $20.00
DS9 V7.13 What You Leave Behind $20.00

The conclusion to Deep Space 9. The war with the Dominion draws towards its end as the combined Federation, Klingon and Romulan fleets invade Cardassian space to meet the remaining Dominion armada of Jem'Hadar, Breen & Cardassian ships. Meanwhile, Kira and her companions face a death squad, and the Pah Wraiths are set free from their prison, intent on killing the Wormhole Prophets and their precious Emissary.

Star Trek Voyager TV Series

(Please allow 1 to 3 weeks for delivery)

STV V1.1 Caretaker $20.00
STV V1.2 Parallax/Time and Again $20.00
STV V1.3 Phage/The Cloud $20.00
STV V1.4 Eye of the Needle/Ex Post Facto $20.00
STV V1.5 Emanations/Prime Factors $20.00
STV V1.6 State of Flux/Heroes & Demons $20.00
STV V1.7 Cathexis/Faces $20.00
STV V1.8 Jetrel/Learning Curve $20.00
STV V1.9 Elogium/Projections $20.00
STV V1.10 Twisted/The '37s On $20.00
STV V2.1 Initiations/Nonsequitur $20.00
STV V2.2 Parturation/Persistence of Vision $20.00
STV V2.3 Tattoo/Gold Fire $20.00
STV V2.4 Maneuvers/Resistance $20.00
STV V2.5 Prototype/Alliances $20.00
STV V2.6 Threshold/Held $20.00
STV V2.7 Dreadnought/Deathwish $20.00
STV V2.8 Lifesigns/Investigations $20.00
STV V2.9 Deadlock/Innocence $20.00
STV V2.10 The Thaw/Tuvix $20.00
STV V2.11 Resolutions/Basics Part 1 $20.00
STV V3.01 Basics Pt 2/Flashback $20.00
STV V3.02 The Chute/The Swarm $20.00
STV V3.03 False Prophets/Remember $20.00
STV V3.04 Sacred Ground/Futures End $20.00
STV V3.05 Futures End Pt 2/Warlord $20.00
STV V3.06 The Q & the Grey/Macrocosm $20.00
STV V3.07 Fair Trade/Alter Ego $20.00
STV V3.08 Coda/Blood Fever $20.00
STV V3.09 Unity/Darkling $20.00
STV V3.10 Rise/Favorite Son $20.00
STV V3.11 Before & After/Real Life $20.00
STV V3.12 Distant Origin/Displaced $20.00
STV V3.13 Worse Case Scenario/Scorpion Pt 1 $20.00

Scorpion Pt 1 and 2 are the best STV made. The Voyager flies into Borg space, and finds the Borg being exterminated by a deadly new species, which soon turns its attention to the Voyager. A Borg female joins the Voyager crew and previously sworn enemies now co-operate.

STV V4.01 Scorpion Pt 2/The Gift $20.00

The female Borg joins the Voyager in The Gift.

STV V4.02 Dayof Honor/Nemesis $20.00
STV V4.03 Revulsion/Raven $20.00
STV V4.04 Scientific Method/Year in Hell Pt 1 $20.00
STV V4.05 Year in Hell Pt 2/Random Thoughts $20.00
STV V4.06 Concerning Flight/Mortal Coil $20.00
STV V4.07 Waking Moments/Message in Bottle $20.00
STV V4.08 Hunters/Prey $20.00
STV V4.09 Retrospect/Killing Game Pt 1 $20.00
STV V4.10 Killing Game Pt 2/Vis A Vis $20.00
STV V4.11 Omega Directive/Unforgettable $20.00
STV V4.12 Living Witness/Demon $20.00
STV V4.13 One/Hope and Fear $20.00
STV V5.01 Night/Drone $20.00

A freakish transporter accident creates a lone borg male onboard the Voyager – with 26th Century technology! This is one of the best Borg episodes I've seen.

STV V5.02 Extreme Risk/In the Flesh $20.00
STV V5.03 Once Upon a Time/Timeless $20.00
STV V5.04 Infinite Regress/Nothing Human $20.00
STV V5.05 Thirty Days/Counterpoint $20.00
STV V5.06 Latent Image/Bride of Chaotica $20.00
STV V5.07 Gravity/Bliss $20.00
STV V5.08 Dark Frontier 1 & 2 $20.00

In my opinion, this is a better Borg 'movie' than *First Contact*. Voyager wants to steal a trans-warp drive from the Borg, but a Borg queen has plans of her own for Seven of Nine. Excellent.

STV V5.09 The Disease/Course: Oblivion $20.00
STV V5.10 The Fight/Think Tank $20.00
STV V5.11 Juggernaut/Someone to Watch Over Me $20.00
STV V5.12 11.59/Relativity $20.00
STV V5.13 Warhead/Equinox Part 1 $20.00

Various Other Movies

(Please 1 to 3 weeks for delivery)

CIC1726	Deep Impact (M) Sci-Fi	$25.00
CIC11180	Zulu Widescreen (PG) Historical	$25.00
CIC1638	Event Horizon (MA) Sci-fi horror	$25.00
CIC1076	Hunt for Red October (PG)	$25.00
CIC1001	Indiana Jones, Raiders of Lost Ark	$25.00
CIC1032	Indiana Jones, Templeof Doom	$25.00
CIC1068	Indiana Jones & the Last Crusade	$25.00
CIC1176	War and Peace (G) Historical	$30.00
PES99292	Battle of Britain (G) $20.00	
PES11086	Battle of the Bulge (PG) Historical	$20.00
PES15097	Blade Runner (M) Director's Cut	$30.00
PES20008	Blade Runner (M) Original	$20.00
PES15297	Eraser – Widescreen (MA)	$25.00
PEV11181	Mad Max 2 – Road Warrior (M)	$25.00
PEV11519	Mad Max 3 Beyond Thunderd (M)	$25.00
PES15331	Sphere (M) Sci-Fi	$30.00
PES55118	Tank Girl (M) Sci-Fi $15.00	
Starship Troopers (Widescreen) MA		$25.00
Starship Troopers (Normal TV) MA		$25.00

Wargames

Color Code

🟥 New Item Now Available and in Stock

🟩 New Item Not Yet Released

Complexity Key

Basic Games * (Introductory Level)	Intermediate ** (Still good for beginners)
Advanced Games *** (Veteran gamers only)	Master Games **** (Too many rules)

Solitaire Suitability

Totally Unsuitable For Solitaire Play #	Fairly Suitable For Solitaire Play ##
Highly Suitable For Solitaire Play ###	Can Only Be Played Solitaire ####

Company Codes

ADG	Australian Design Group	AH	Avalon Hill
COA	Clash of Arms	COM	Command Mag (XTR)
FAS	FASA Corp.	GAM	Games Workshop
GDW	Game Designers Wrkshp	GMT	Not Get More Tanks!
GRD	Games Research&Design	IRO	Iron Crown Enterprises
JED	Jedko Games	MB	Milton Bradley Games
SDI	Simulation Design Inc.	STE	Steve Jackson Games
S&T	S & T Magazine	SUP	Supremacy Games
TAS	Task Force Games	TGI	The Gamers Inc
VIC	Victory Games	3W	World Wide Wargames
WES	West End Games	WIZ	Wizards of the Coast

Beginner's Games

JED Basic Training

This 8 page primer will teach you the basics of wargaming - sequence of play, movement, combat, stacking. With a small wargame set in the jungles of New Guinea where Japanese forces are marching towards Gona. $1.00

JED Beginner's Guide to Strategy Gaming */##

A more comprehensive 55 page introductory book dealing with rules terminology & counter symbology, notes on solitaire play, plus a mini wargame of the Battle for Moscow in 1941, with 39 counters and 3 pages of rules. $3.00

JED Field Marshall */####

A good wargame for novice players. A well balanced hypothetical conflict in WW2 where each player's battlefield control is hindered or helped by 32 Situation Cards (representing a higher command). With marine, armour, infantry, artillery and aircraft assets included in the 196 counters. Contains three 8"x22" mapboards. $20.00

Ancient & Medieval Era

AH Age of Renaissance */#

Civilization in the Middle Ages. Picks up where Civilization ends, in the 8th Century. Three to six players vie to re-establish their civilizations via trade while advancing in science, religion, commerce, communications, exploration and civics. While gains are measured in economic terms rather than territorial conquest, the proceedings are still warlike. Against this backdrop of war, plague, famine, and religious strife, such personalities as Da Vinci and Columbus appear to guide mankind to the threshold of a new beginning. Victory is not won at the point of a sword but in the acquisition and application of 26 Advances ranging from Caravan to Industry. Includes three campaigns, each of which can be played in an evening. Stunning mounted mapboard 22" x 32", three counter sheest, score pads, 64 history cards, etc. $109.95

Xeno Alexander's Generals */##

A magnificent game from Xeno games, this is the game of Alexander the Great's Successors squabbling amongst themselves, 323-281 B.C. The game is very similar in mechanics to Milton Bradley's *Shogun.* For 2 - 6 players, each with two historical generals, such as Lysimachus & Cassander, Seleucus & Antiochus, Ptolemy & Menelaos, etc. The 60 province cards are dealt equally to each player, and players then place their armies and garrisons. Armies have up to 18 units, and all stand-up counters have two sides, for fog of war. Units include cavalry, elephants, phalanx, missile troops, skirmishers, garrisons and triremes. Rules are simple, so you can concentrate on playing the game! For combat, each unit has an attack value against each other type of unit. For example, Elephants kill cavalry on 5+ on a D10. 23"x25" color map, 552 color stand-up counters, 60 province cards, 4 D10 dice. $65.00

OUT BOSWORTH */#

For 2 – 4 players, who battle until the last King controls Bosworth Field, site of the last battle of the War of the Roses in 1485. Each player has 16 cards, each of which moves exactly as a chess piece. However, traditional chess strategies will only go part of the way to developing a successful strategy. With mounted mapboard. $40.00

GMT CATAPHRACT **/###

Using GMT's Great Battles of History rules system. Covers the era of the Justinian Reconquest of Rome—the greatest expansion Rome had undergone in its history, under a single ruler, other than Trajan or Augustus. The wars with Persia are highlighted by Dara and Callinicum, the destruction of the Vandals, by Tricameron, and the decades- long struggle against the Ostrogoths by Cassilinum and the great battle of Taginae. Has three counter sheets, 2 back printed maps, of excellent quality. $115.00

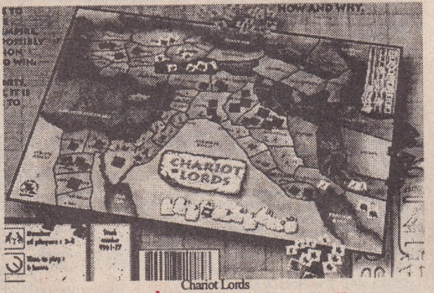
GMT CAESAR: CONQUEST OF GAUL **/###

Using GMT's Great Battles of History rules system, this game contains 840 counters of Romans and Gauls, two 22x34" maps, eight Roman legions, ten different tribes of barbarians, war galleys, sail ships and transports, a much simplified command system, the three major land battles of the war, the feared German cavalry. $99.00

Veni, Vidi, Vici This module features two Caesar-era battles against the Pontines, 47 BC: Nicopolis and Zela. While Caesar was in Alexandria doing lunch with the Pharaoh (Cleopatra), his lieutenant, Domitius, gets whomped in Asia Minor by Pharnaces, overreaching King of Pontus. Caesar retaliates by marching north and returning the favor to Pharnaces. As he said in his dispatches, "I Came, I Saw, I Conquered." The module contains a scenario book and 60 counters (mostly the new legions). $25.00

CoA Chariot Lords **/#

A very impressive game for 3 – 4 players. Set between 1500 and 600 BC in Asia Minor and the Mediterranean. Each player controls between 5 – 6 nations over the duration of the time period (though not all at the same time.) Every nation has specific historical victory points. Some nations begin strong, others weak. Armies are a mix of foot and mounted units, with a few exceptional leaders. Combat is simple, but expanded an empire and keeping it intact is not! Beautiful mounted mapboard, 140 ¾" counters, 170 5/8" counters, nation charts, master nation chart, etc. Great! $99.00



Chariot Lords

EGD Condottiere 2nd Ed */#

In Renaissance Italy, armies of mercenaries fought to conquer fragmented city-states for the highest bidder. Using a unique deck of cards and the map of Italy, you must exploit the assets in your hand and thwart the traps set by your adversaries. Requires diplomatic cunning and good generalship to win. 96 playing cards, 60 small wooden pieces, mounted gameboard. Has optional rules. 2 – 6 players. $50.00

RGG El Caballero */#

On to the New World! Leave the Spanish mainland behind and set sail to discover the New World. This time your trusty Caballeros help you to control the islands and the seas of this new land. Both land and sea may contain special treasures. Once new islands and lands have been discovered, players rush their Caballeros to the most valuable areas to claim them. Buy castles to protect against enemy attacks and build ships to support trade and fishing. This version includes governors and Grandes. With 40 colorful tiles, 52 power cards, 48 area tiles, 16 ship tokens, 16 castle tokens, 4 wooden blocks for leaders, rules, etc. $42.50

RGG El Grande */#

Spain in the middle ages. It is a time of awakening. The position of the king is secure, but the high aristocrats, the Grandes, look to expand their influence. Their primary weapons are the attendants to the king, the Caballeros. Each Grande has his favorites, recruited from the provinces, which he deploys to accumulate the power he so desires. Fencing, not with the sword, but with cunning and deceit, the Grandes struggle for power, sending the Caballeros openly into the regions and secretly to the Castillo. With 160 wooden playing pieces, over 100 cards, mounted mapboard, etc. $85.00

HAN Euphrat & Tigris **/#

A game of great struggle wherein four kingdoms attempt to develop commerse, religion, politcal might and food. A balance of co-operation and conquest, coups coercion, only one kingdom will reign supreme in the end. Includes the cities Ur, Ninevah and Babylon, etc. With stunningly beautiful components, including mounted mapboard, 153 civilization tiles, 8 catastrophe tiles, cloth bag, wooden monuments, 16 leader markers, 150 wooden cubes, 10 treasure cubes, etc. $110.00

S&T197 Great Medieval Battles **/##

Strategy & Tactics Magazine with two complete games, being the Battle of Bannockburn between the Scottish under Bruce against the English in 1314, and the Battle of Angorra in 1402, between the Ottoman Turks under Bayazid (the very one who crushed the crusaders at Nicopolis) and Tamburlaine the Great. The Ottomans were obliterated. 60 large counters, 160 small counters. $35.00

AH Hannibal: Rome vs Carthage **/#

A strategy game that lets you experience the excitement and events of Hannibal's march across the Alps and his subsequent 18 year campaign against Rome. If you play Hannibal, you have a leader who outshines all others. If you play Rome, you have massive reserves of manpower, but you will have to wait until later in the war to get good generals2 decks of cards which bring out events and personalities of the period, 100 cards, mounted 22x32" mapboard, 132 political counters, 64 units & generals counters, etc. $80.00

AH History of the World */#

A beautifully designed and presented game which traces the progress of mankind from the dawn of civilization to the threshold of modern times. Starting 5,000 years with the ancient Sumerians, a succession of 49 empires rise and fall with the rapid passing of the centuries. Players receive multiple offers of abandonning their own empire and taking over the control of a new empire that arises, so they never have to stop playing. 2 to 6 can play, and every corner of the Earth is included, from the Minoans of Crete to Alexander the Great to Napoleon, etc. A great game. 48 Empire cards, 64 event cards, four counter sheets, 32" x 22" mounted mapboard, etc. $80.00

COA Joan of Arc **/#

This is a popular European boardgame printed in English by Clash of Arms. For 3 – 6 players, ages 10 and up. For just over one hundred years England and France battled over who would sit on the French throne. Even within France itself factions developed. From this struggle heroes such as the Black Prince and Joan of Arc emerged. Long sieges followed short campaigns, bands of mercenaries marauded across the countryside. Famine and plague made matters worse. With a large mounted mapboard, 30 figures including 20 castles and 10 fortresses, 80 cards, 4 countersheets, etc. $110.00

GMT Julius Caesar ***/####

960 stunning counters giving each type of fighting unit of Marian Rome, 3 double sided maps, 30 legions using the Marian cohort system, with each cohort rated either veteran, recruit, or conscript. Every major battle of the Roman Civil War is covered, including Pompey, Marc Anthony, Julius Caesar, etc. Battles include Pharsalus in Thessaly, between Caesar and Pompey, Munda in Spain, Pompey with 13 legions against Caesar's crack 8 legions. Thapsus in Africa, with Scipio & a Numidian ally against Caesar, etc! $90.00

Dictator: Julius Caesar Module # 1

Rules, scenarios, & a new full color counter sheet, allowing two new battles to be fought: Vercellae in 101BC with Consul Marius against the Cimbri under King Boerix; & Chaeronea in 86BC,, Consul Sulla against Archelaeus. $30.00

Jugurtha: Julius Caesar Module # 2 Has the battles Muthul River 109 BC and Cirta 106 BC with Romans versus numidians. $36.00

Phalanx You can't get GMT's Alexander anymore, but for those who have it, this expansion has the battles of Sellasia 221BC & Mantinea 207 BC. $36.00

Players Guide to SPQR You can't get SPQR anymore, but for those who have it, this is the 72 page player's guide. $30.00

C3I Magazine Issue # 10 The lastest C3i has seven new scenarios for *Caesar, Down in Flames* campaign module including new color aircraft cards; five new *SPQR* scenarios with over 80 new counters, 60 other new counters. $14.00

RIO Lionheart (Lowenherz) */#

The king lies near death and the princes are all vying to succeed him. To do so, a prince must accumulate power. They do this by controlling territories. Each begins with 3 castles, and each turn must choose between adding borders around new territories obtained, placing new knights, or saving gold. A visually appealing game with 100 plastic walls, plastic castles and knights, 112 cards, 6 map pieces. $80.00

SMG Lords of the Renaissance ***/#

A game of conquest, trade and guile in Europe and the Middle East from 1460 – 1499, for 2 to 12 players. Each player starts as a merchant prince or small Duchy, and also acts as either military advisor or treasurer of an empire. Color mapsheet, 12 player calendars, 236 cards, 316 counters. 2nd rate components in ziplock bag. $55.00

AH Machiavelli **/#

A grand strategy game of power politics set in Renaissance Italy during the late 15th and early 16th centuries. The game is built upon the elegantly simple system and mechanics of *Diplomacy*, but also adds sieges, bribes, garrisons, finances, rebellions, assassinations, and natural disasters such as the plague and famine. Mounted 22" x 32" mapboard, 520 counters. $70.00

AH Maharaja **/#

A 3 to 5 player game of 3000+ years of Indian History beginning with the Aryan invasions from the north and ending with the unification under British rule. In this sister game of *Britannia,* each player controls several nationalities. 2 sheets of counters, a stunning 22"x24" mounted mapboard, rules, historical notes, 17 victory point cards, 35c. $65.00

RGG Ra */#

A stunningly beautiful game that spans 1,500 years of Egyptian history. You seek to expand your power and fame by influencing pharaohs, building monuments, farming on the Nile, paying homage to the gods, advancing the technology of the people – and all for the glory of the Sun God Ra. With board, 16 sun tokens, 180 playing tiles, 48 tablets, 1 Ra figure, rules. $75.00

AH Republic Of Rome ***/####

An enjoyable, deceptively engrossing card `n' counter game for 3 to 5 history buffs, each representing a faction of influential Senators vying for the Consul-ship of Rome. Players ruthlessly compete for influence & popularity, using means both fair & foul. These unscrupulous cliques must also cooperate somewhat to ensure that Rome doesn't succumb to military conquest, or to restless mobs. $85.00

RGG Samurai */#

In Samurai Japan, there were three forces: peasants, clergy and nobility. The way to power led through the peasants, the clergy, to the nobility. To become a samuai, one had to be supported by one of these three forces, and have strong connections to the other two. These three forces are represented in this game by rice fields, buddhas and high helmets, the pieces made from plexiglass. The colorful board comes in four pieces, representing all of Japan. With 39 plexiglass playing pieces, 80 tokens, 4 Japaese screens, rules. Looks cute. $85.00

GAM Samurai Card Game **/#

Become a samurai warrior in the Sengoku period (1467-1568), seeking to gain honor by serving a feudal warlord, his daimyo. Should he follow the honorable paths of loyalty and swordsmanship, or the dishonorable but powerful way of treacherous ninjas and gunpowder weapons? Each game is a unique test of strategy. For 3 - 6 players, ages 10+. With simple rulebook, score counter, 6 dice with clan emblems on each face, two decks of cards with stunning art. $39.95

MB Samurai Swords */#

Milton Bradley has re-released *Shogun,* now re-titled *Samurai Swords.* This is one of the best multi-player games ever produced. For 2 to 5 players, the time is the mid-16th century, the Age of War in Japan. Five formidable warlords prepare for a climactic clash of arms. Their weapons are secret strategies, sneak attacks and deadly samurai warfare. Their goal? To crush the enemy and earn the exalted title of Shogun. Only one can succeed! You have three daimyos leading field armies, garrisons, you can build castles, fortifications or more troops, hire ninja, but be on the watch for those backstabs! With a beautiful mounted mapboard of the whole of Japan, 406 plastic soldiers, plastic money, army cards, production secrecy screens, simple to follow rules, plastic swords, 72 domain cards, etc. Note special price. $69.95

APL Scotland the Brave */#

An exciting fast paced boardgame of William Wallce's campaign against the English in 1297. With a 11" x 17" mounted map of southern Scotland and northern England, 140 counters, 8 pages of rules and scenarios, 2 – 4 hours playing time. $55.00

AH Successors **/#

The time was 326BC, and Alexander the Great had just died. Alexander had made no provisions for an orderly succession, so in a short time his Macedonian generals would be fighting among themselves to control his vast empire. A 3 to 4 player game. The beautiful mounted mapboard stretches from Europe to Persia. Each player commands two or more of the 11 generals. With 64 playing cards, mutiny, assassins, sieges, naval combat, defections, 3 counter sheets. $99.00

COA The King's War **/##

A two player operational simulation of the English Civil War. Each leader has his own individual rating, which influences all aspects of game play. The map is of all England and Wales. Each player maneuvers his forces and attempts to defeat his opponent by controlling his strategically important recruiting areas while at the same time denying the enemy access to his own. With seven scenarios and the Grand Campaign. 500 counters, 22x34" map, player aid maps, charts, rules. $60.00

MAY The Settlers of Catan 2nd Printing */#

This medieval boardgame is the most popular board game in Australia at the moment. In this game, groups of settlers try to become the dominant group on the remote island of Catan by building settlements and cities across uncharted wilderness. Each player tries to guide their settlers to victory by clever building and trading. Building is based on resources that you gain based on where you build and the roll of the dice. This combination of strategy and luck makes Settlers an excellent game for players of all skills. With 37 geo-morphic hexagons, 120 raw material cards, 36 development cards, 4 colors of game pieces, 18 counters and dice. Thoroughly recommended. $75.00

Settlers of Catan 5 & 6 Player Expansion Now five to six players can explore and settle Catan. Allows you to add up to two more opponents without sacrificing ease of play. Has 15 hexagonal region tiles, and in two new colors has 10 wooden settlements, 8 wooden cities, 30 wooden roads, 25 resource cards, etc.

The Seafarers of Catan In this expansion, you control a group of seafaring settlers exploring and taming the unchartred Isles of Catan. Build ships, chart nearby waters, establish productive sea lanes, discover far-off mines. With 14 new edge pieces, 24 new hexagons including 12 water and 12 land, 60 wooden ships in four colors, 12 harbor tokens, 18 chits, rules. $75.00

Seafarers of Catan 5 & 6 Player Expansion Now five to six players can play Seafarers of Catan. Has 30 wooden ships in two new colors, 8 ocean hex tiles, 1 gold field hex tile, 6 victory point tokens, 10 exciting new scenarios. $40

MAY The Settlers of Catan Card Game */#

Settle Catan! You begin play with a small principality and two settlements worth two victory points. Victory is achieved when you have 12 points. Just as in the boardgame, the player's job is to embark on a quest to dominate the land. Players earn a victory through clever trading and cunning development. Players use combinations of resources to purchase development cards, roads, settlements or cities. Has 120 beautiful cards, special dice, two wooden tokens. Very nice! $42.50

GMT War Galley **/####

Ancient naval combat! With 560 double sided color counters, two mapsheets, one without land, one with, thirteen naval battles are covered, including Lade 494 BC, Salamis 306 BC, Drepanum 249 BC, Actium 31 BC, etc. Has all the great admirals, even Agrippa, Hannibal and Cleopatra, play sequence is maneuver-oriented. Galleys are rated also for crew, manpower, speed and ram. Special weapons. $99.00

Salamis This module depicts the three naval battles of the Persian Invasion of Greece in 480 BC, including one of the greatest galley battles of all time, Salamis. Also included is the defense of the western approach to Salamis (the other end of the bay) by the Corinthians, as well as the initial naval engagement of the war, Artemisium. The module includes a scenario book, 220 counters (204 of them galleys, triremes, biremes and pentakonters). $35.00

EGD Vinci – Rise & Fall of Civilizations **/#

Lead your civilization through the centuries. You use your civilization's different skills to build an empire, while competing with others for limited resources and territory. When your civilization reaches its limit, you can immediately take over a newly emerging one and start over again, but get points for all successes that you've had. 150 pawns in 6 colors, 39 other pawns, 97 counters, mounted gameboard, summary sheets, rules. Three to six players. $60.00

Napoleonic Era

OSG 1806 **/##

Napoleon's Jena-Auerstadt Campaign. Uses Six Days of Glory rules system, nine scenarios from engagements to the full campaign game, two 22x34" maps. 280 counters, OB displays. Can you as Napoleon defeat the Prussians & Saxons? $90.00

COA 1807: The Eagles Turn East **/##

1807: The Russians have abandoned Warsaw with the French in hot pursuit.

Napoleon knows that he is 400 leagues from Paris and on the threshold of a hard, eastern European winter, but he must have the opposite bank of the Vistula River if the campaign to be launched in the Spring is to have its best chance of success. He orders Lannes to cross over...with 400 counters for every major commander individually rated, brigades, divisions, corps, artillery, cavalry, & infantry. $75.00

MiH A FAMOUS VICTORY **/####

John Churchill, first Duke of Marlborough, was the greatest soldier produced by the British Isles in modern history. This game features his first two stunning victories fought during the War of the Spanish Succession, being: Blenheim in 1704, and Ramillies 1706, two great musket and bayonet battles. Battalion/regimental units. 720 two sided counters, 22x24" map (one map on each side). $75.00

AH Blackbeard **/####

An extremely fast paced 1 to 4 player game of the high days of pirates. You command several historical pirates and King's Commissioners. Fast Action cards bring merchants over the horizon, or ports to be sacked or plundered. But all manners of ill fortune can get in the way, such as warships, storms, scurvy, mutiny, etc. 2 mtd mapboards, 16 page rulebook, 64 cards, 8 ship logs, 2 counter sheets. $85.00

GUS BORODINO **/####

Another stunning Napoleonic game by Games USA, this one featuring one of the most exciting battles of that time - the titanic clash between Napoleon and the Russians at Borodino in 1812. Giving a 'miniatures feel', the counters of divisions are 1" by ½", with area movement on the map, so your units look like divisions arrayed in line for battle. With four scenarios, including the full battle. Back printed counters showing infantry and cavalry in line, artillery batteries ready for action, and national flags for leaders, providing fog of war. With 340 counters, 18"x25" map. $43.00

COA Close Action - Fighting Sail ***/##

The Age of Fighting Sail. Allows you to captain a ship of the line in 24 scenarios spanning the years 1780-1815, with ship versus ship to fleet actions. Covers the American War of Independence and the War of 1812, & the bitterly contested wars of Napoleon. Range attenuation and damage charts allow assessment and allocation to occur in real time. With 70 colorful ship counters, 140 status markers, charts, tables, maps, rules. $70.00

COA Courtisans of Versailles */#

This is a popular European boardgame printed in English by Clash of Arms. For 3 – 6 players, ages 8 and up. You are a courtier of the court of the French King, set against the backdrop of Versailles. You will successively play the part of several members of a noble family. You want to acquire honor and wealth by ingratiating yourself with the royal family. But the other players will try to embarrass you and have you sent to Bastille! With 110 cards, 2 figures, game board, etc. $80.00

S&T193 Crimean War 1854-55 ***/#

Operational level simulation of the fighting between Russia and the Alliance of European States in 1854-55, which saw the destruction of the Light Brigade and eventual fall of Sevastopol. 280 counters, large color map. $30.00

AH Empires In Arms ****/#

A richly detailed grand-strategy game of the Napoleonic Wars of 1805-1815. 2 to 7 players endure political treachery, economic hardship & war as they guide a nation thru a maze of conflicting national interests and military ambitions that characterised this bloody era. Contains 1008 counters & two 25"x35" maps. The 48 page rulebook covers suing for peace, foraging, sieges, trade revenue, Spanish gold, civil disorder, levies, guerrillas, etc! A magnificent multi-player simulation of great scope & grandeur with 5 scenarios & 4 campaigns. Special - $80.00

MiH Fields of Glory 1709 **/####

Great Leaders, Great Battles series, volume 2. Focuses on the battles of Marlborough (Oudenarde 1709 and Malplaquet 1709) and allows you – for the first time – to take a close look at the early bayoneted musket battles. Uses an innovative interactive sequence of play to portray the importance of command control while simulating the linear rigidity that reinforced the brutality of mass melee. 840 counters. $90.00

COA Jena **/###

1806AD. With five scenarios that span the opening engagement of Saalfeld through the incredible French victories of Jena and Auerstaedt. The Campaign Game opens with the French corps exiting the mountains of Franconia and Thuringia. With 3 34"x22" maps, 420 counters, rules, combat chart, offboard movement track. $50.00

COA L' Armee du Nord 2nd Edition ***/####

A strategical game focusing on Napoleon's Belgium campaign in 1815, with the map including Charleroi, Les Quatre Bras, Ligny, Genappe, Wavre, Mont St Jean and Waterloo. For 2 – 3 players, the map shows the immediate area over which the campaign took place, with off board movement used to simulate the distances some units had to travel to reach the battlefield. 360 counters, 3 maps, ea 34x22". $75.00

COA La Bataille de Lutzen ***/###

May 12, 1813, Napoleon is campaigning in Germany, when his army is ambushed by Prussian and Russian armies. By nightfall, the allied armies were in full retreat. The French player is handicapped by lack of cavalry and raw recruits, and must quickly consolidate his scattered forces. With 1,000 counters, 2 x 22x34" maps, organizational displays, charts & tables, historical commentary. $120.00

COA La Bataille de Corunna-Espagnol ***/###

1809, January 11th. A very much worse-for-ware British army straggles into the port of La Corunna. But what really matters to Sir John is that the fleet has not yet arrived. Can Sir John buy enough time on the field of battle to allow his army to embark upon the ships when they arrive? With 3 scenarios, 34x44" map, 200+ colorful counters, rules, historical commentary, etc. $30.00

COA La Bataille de les Quatre Bras ***/###

The second game in the Waterloo series. This reproduces that fateful afternoon on one 34x22" period map with nearly 600 counters. Marshall Ney is given command of the left wing of the Armee to pursue English troops spotted near Brussels. He launches a drive for the Belgian capital, but first must seize the all important cross roads at Quatre-Bras, knowing that somewhere in the tall rye and light woods ahead waits the Duke of Wellington and thousands of English and Allied troops. $70.00

APL Preussisch Eylau: Eagles of the Empire **/###

Volume III of the Battles of Napoleon series. Recreates the battle of Eylau fought on 7th and 8th of February, 1807 between Napoleon and Russia. With a snowy area-movement map, 80 1" counters, 280 ½" counters, 23x18" map, 8 pages of rules, 8 pages of scenarios. Units are infantry divisions and cavalry regiments. $75.00

COA Regulations of the Year XXII

This rulebook is the Standard Rulebook, Fourth Edition, which may be used with all *La Bataille* games. This rulebook is a guide to tactical warfare in the early Nineteenth Century. Covers all rules, counter types, terrain types, manoeuvring, etc. 60 pages + combat charts. $20.00

COA Leuthen ***/###

It is December 1757. Under threat from losing Silesia, Frederick marched his remaining army of 40,000 men composed of Rossbach veterans and Breslau survivors against Charles' nearly 60,000 polygenous force of Austrians, Hungarians, Imperials, Bavarians and Wurttembergers. This became Frederick's greatest victory. Unit scale is infantry battalions, cavalry regiments, artillery "sections." With rules, 40 page battle rules book, 4 maps, 200 colorful unit and leader counters, 280 markers, etc. This is a special limited edition. $99.00

COL Napoleon **/#

Napoleon, former Emperor of France, had returned from exile on the island of Elba, again seized power, quickly assembled an army, and marched to face the British and Prussian armies preparing to invade France. This is where the game begins. Has a full color mapboard 22" x 17" of southern Belgium. All three armies maneuvre about this board which uses a point to point movement system. The units are 84 wooden blocks with a sticker facing the player, for Fog of War. $45.00

OSG Napoleon at Bay **/###

It is February 1814, with the outnumbered French holding the river lines. Napoleon cannot be everywhere, and the Allies will soon be at the gates of Paris. With two 22x32" maps, 360 counters, seven scenarios plus 31 turn monster campaign, pitched battles can last many rounds, you can force march in the enemy turn, etc. $90.00

COA Napoleon at Leipzig **/####

His Grande Armee shattered on the Russian Steppes, Napoleon tries to regain the initiative in Germany. His erstwhile allies Prussia and Austria turn traitor and attack him. His most stolid foe, Russia, sends its massive army lumbering across the Vistula River into Europe proper. Even Sweden has joined them. Draining every reserve the French Empire has left, he prepares to meet them. With three levels of play, excellent for solitaire or up to 8 players, 360 colorful counters, great maps, etc. $70.00

S&T187 Risorgimento, Italy 1848 **/###

The 4th game in the Wars of the Imperial Age series, the Italian 1848 War began against the Austrian army with the 5 Days of Milan, as the Italians arose in revolution. 280 counters represent brigades, divisions & corps. Scenarios cover battles fought in 1866, 1848, and 1859. $30.00

PAR Risk Deluxe */#

Without doubt one of the most popular and famous board games, this deluxe version of the game is well worth the investment. Set in the Napoleonic era, 3 - 6 players each begin with the world equally distributed amongst themselves. Players then distribute their battalions upon those world areas they own, placing one or more battalions on each area. Each player is also given a secret mission card. Combat is very simple, merely one dice thrown per battalion you have in combat in that area. With a large, colorful mounted mapboard, mission cards, land cards, 300 plastic figures. $70.00

Over the Trenches By GoBPG, this is a Risk variant that lets you play World War One. Has two large color maps, rules and player aid charts. $40.00

Over the Trenches Upgrade Set Same as the above except without the maps. $15.00

JUM STRATEGO */#

One of the best mass-market wargames of all time, up there with Chess and Risk. Stratego is a two player game set in Napoleonic times. Each player has 40 plastic pieces, with one Marshall, one General, multiples of lower ranks including Majors, Sergeants, Bombs and Miners, one Spy and one Flag. Your opponent only sees the back of your pieces, only you know what they are. There is no luck involved. Each turn you move one piece. When you want to attack another piece, you each turn your piece around. The higher rank wins, and the lower rank is removed. Same ranks kill each other. The Spy is killed by anything, but he can kill the enemy Marshall. Bombs kill everything except for Miners. Your objective is to kill the enemy Flag - that's the only way to win. The game comes in several formats, as below:

Stratego Travel $25.00

A small travel version in a sturdy plastic case & click-in pieces. The ranks are numbered 10 down to 1 on the actual pieces, making combat quicker to resolve. A "10" kills a "3" for example.

Stratego Compact $30.00

A small boxed set, with small mounted 10.5" x 10.5" mapboard, plastic pieces which clip into plastic bases.

Stratego Original $50.00

This is the version I own. A 19" x 19" mounted mapboard and 3D plastic pieces of little castles with the soldier's picture.

Stratego 4 $80.00

This is four or three player Stratego - and with a few changes! The mounted mapboard has two sides - one for 3 players and one for 4. The 3D plastic pieces have the numbered soldier's rank inside them, so enemy on your flanks can't see the rank.You have 20 pieces each. There is a two level plastic fortress in the centre of the board, and you must carry your flag to the top of the fortress - and keep it there - to win. Other players can capture your flag and carry it away too. Any piece can carry the plsatic flag. Cannons (you have two) can be fired only once each, with of range of 3 squares and a clear line of sight - but whatever they shoot at dies. The new rank of Captain can move 2 squares, like Scouts. You also have a "Promotion Card". After you have recorded 6 kills of enemy pieces, you can get back one of your losses. With a 19" x 19" double sided mounted mapboard, 80 3D plastic pieces, 4 plastic flags, plastic fortress. $80.00

DEC The '45 **/###

Bonnie Prince Charles' attempt to grab the English throne resulted in him overrunning Scotland and marching to London, but the battle of Culloden smashed all hope. This game features an accurate order of battle, the game features scenarios that allow players to examine the campaign at six important turning points. The unit scale is regimental with detatched companies. The map is point to point movement. 352 counters, map, etc. $55.00

OSG The Emperor's War 1805-1815 **/#

One of the best games of Napoleon's battles that I've seen. Features a beautiful full color area-movement map of the whole of Europe, including Turkey, France, Prussia, Austria, Russia, Spain, England, etc. Two to seven players vie for dominance of Europe between 1805-1815. On land, the units represent divisions of cavalry and infantry and massive grand batteries, while at sea each ship represents a squadron of sailing vessels. When opposing land armies meet for battle, the units are deployed on a battlemap, like a small miniatures game. 560 color counters, play aid cards, 22x34" map, game money, etc. $99.00

DEC The Sun Never Sets **/###

Three separate games of the major wars fought by the British to expand their Empire in the 19th Century. Players can march to the far flung frontiers of British civilization, engage vast hordes of natives, and plant the British flat in Khartoum, Peking, and Ulundi. The three campaigns are March to Peking, with Britain and France in 1860 taking on the Chinese; Zulu War with the British against the Zulus in 1879; and The Sudan, with three scenarios of General's Gordon and Kitchener taking on the African Mahdists. With 2 34x22" maps, 620 counters. $65.00

GMT The Battles of Waterloo **/###

Modern warfare's most famous battle. Do you try to take Hougomont? Where and when do you commit the reserves? And what do you do with the Prussians? The game features the most stunning Napoleonic counters I have seen, and features five scenarios. Features rules with a historical flavour, 480 counters, 3 double printed maps. $80.00

OSG The Last Days of the Grande Armee **/#

A strategic simulations of the four days of the Battle of Waterloo, with scenarios: Ligny-Quatre Bras and Waterloo; and the whole campaign. Uses the *Six Days of Glory* system. Initiate and Command Control are centra features of the game, and hidden forces and low counter density combine to make a realistic fog of war. 280 counters with one strength point representing 1,000 men. One 22x34"map. $65.00

AH War & Peace **/###

In 1804 Napoleon Bonaparte was made Emperor of France by self-coronation. Incensed by this outrageous affront to the legitimacy of their royalist goverments, the European monarchies branded Bonaparte an outlaw and plunged the continent into a decade of war. This epic conflict is recreated in nine moderate-complexity campaign scenarios plus a multiplayer 1805 to 1815 Grand Campaign! Components includes a 44"x16" mapboard and 1040 counters featuring France, England, Austria, Prussia, Russia & Spain, plus 19 minor allies. $60.00

COL War of 1812 */#

In July 1812, the young American Republic sought to redress grievances against Britain by declaring war and invading British territory (Canada) to the north. After a bitter thirty month struggle known as the War of 1812, the conflict ended in a negotiated stalemate. With a full color 32"x11" period map with town to town/lake to lake movement system; 50 wooden pieces with a sticker on one face to give fog-of-war, simple rules. $40.00

AH Wooden Ships & Iron Men **/#

An excellent tactical simulator of naval warfare from 1776 to 1815 - where two players can partake in a single ship duel, or multi-players can slug it out in a complex fleet engagement. The mechanics utilise ship logs & simultaneous hidden movement to superbly recreate the spontaneity & unpredictability of ship to ship combat. With 27 scenarios, a 22"x28" mapboard & 180 counters. Recommended! $60.00

American Civil War

SG Bloodiest Day: Battle of Antietam **/####

Featuring a beautifully handpainted 22x34" mapsheet, this game is based loosely upon the *Turning Point at Stalingrad* system of area movement. Uses alternating impulses to capture the ebb and flow of Civil War battle as attack and counterattack build to a crescendo of combat. Units are brigades, half brigades, and supporting artillery. Players must think in terms of getting their corps comanders to commit their brigades and divisions to the right place at the right time - there is no micro-management. 176 counters, represent this hard fought battle in 1862, which sees the end of Lee's invasion of the North. $60.00

COL Bobby Lee **/#

Another excellent wooden-block game from Columbia Games. This game brings to life the American Civil War from 1861-65, covering the war in the east between Richmond and Washington. You can fight a campaign or five scenarios covering First and Second Battles of Bull Run, Antietam, Fredericksburg, Gettysburg, etc. With a stunning hex based full color 22" x 25" mapboard, 84 wooden counters with stickers, etc. Once enemy units both occupy the same hex, a battle is resolved using a full color battlefield map, with left and right flanks, centre, and reserve, for both players. $70.00

GMT Glory */####

Covers three battles, First Manassas, Second Manassa and Chickamauga. The game system combines sophistication with ease of accessibility - the rules are less than 8 pages long, with almost no charts. The scenario booklet includes unit deployment, very few optional rules, and specific victory conditions; high suited to solitaire play, and all battles occur on single maps. 400 counters, 2 x 22"x34" maps. $70.00

COA Lees Takes Command **/###

A two player simulation of the Seven Days Campaign of 1862 that broke McClellan's siege of Richmond. This event shattered Union hopes of ending the war quickly and gave birth to the legend of Lee and his invinsible Army of Northern Virginia.. Includes a 22"x34" map, 240 counters, two rulebooks, player aid cards. $37.00

AH On to Richmond **/###

The 6th in the Great Campaign series. The Civil War has been raging for over a year and neither side is close to a victory. This game covers the Peninsula Campaign, April - June 1862. Includes 8 scenarios and an entire campaign. $80.00

GMT River of Death ***/###

This is the first game to take a regimental look at the last major Confederate victory, Chickamauga in 1863. Uses the latest version of the *Great Battles of the American Civil War* system, but with a new fog-of-war style command system. With an endless stream of reinforcements and constantly moving armies, a unique battle. Small scenarios up to the three day battle. 1,260 counters, 4 22"x34" maps, charts, dice. $130.00

COA Summer Storm **/###

Recreates the climactic week of action that decided the month and a half long Gettysburg campaign in 1863. With a unique system of command points and divisional activation chits. With four lovely hand painted tactical maps making a total area of 51x44", plus two doubleblind operational maps, each 17x22", 980 counters, full color order of battle charts, scenarios,, historical commentary. $130.00

COA The Army of the Heartland **/###

During the four bloody years of the American Civil War, many of the most important campaigns occured in the West, the "heartland" of both sides. It was here that the rebel Army of Tennessee poured out its blood; Johnston bleeding to death in a Shiloh peach orchard...the fruitless victory at Chickamauga. With over 90 individually rated leaders, 560 counters, two 34" x 22" maps, nine scenarios plus campaign. $60.00

SG They Met at Gettysburg **/####

Featuring a beautifully handpainted 22x34" mapsheet, this game is based loosely upon the *Turning Point at Stalingrad* system of area movement. Uses alternating impulses to capture the ebb and flow of Civil War battle as attack and counterattack build to a crescendo of combat. Units are brigades, half brigades, and supporting artillery. Players must think in terms of getting their corps comanders to commit their brigades and divisions to the right place at the right time - there is no micro-management. 352 counters represent this three day battle, the bloodiest ever fought in America, which saw the defeat of the Confederate army. $60.00

World War One

COA Africa 1880 */#

A stunning boardgame by Clash of Arms. Relive the African colonial adventure! Between 1880 and 1914, European nations fiercely raced to gain control of the "dark continent". Each player represents a nation exploring and colonizing Africa. The success of their adventure, however, has more to do with intrigue in the luxurious parlors of the embassies than hacking through the jungle. Negotiating alliances and declaring war are what change the face of the world! With 22 resin-cast, stained miniatures, 180 counters, a stunning mounted mapboard of Africa, and rules. Nice, simple rules! $100.00

Hasbro/AH Diplomacy *Due January* */#

Now re-released by Hasbro with 140 die-cast metal miniatures and a beautiful re-done mounted mapboard. A classic boardgame of abstract grand strategy, where 2 to 7 imperialistic nations try to carve out niches for themselves in pre-WWI Europe. The game's dice-free mechanics are simplistic in design, allowing players to immerse themselves in the machiavellian politics of empire building. Military successes will still win the day, but only if built upon prudent diplomatic machinations. $99.00

COA Home Before the Leaves Fall ****/###

This is the best and most comprehensive WWI wargame ever released. The game covers that fateful summer of 1914, when the German Empire made its strongest bid for victory in the West. In addition to the grand campaign game, scenarios highlight specific army actions during the battles for the Frontiers, the Retreat from Mons, and the Miracle of the Marne. Units represent battalions, regiments, brigades, and divisions which in turn comprise corps and armies. 3,080 beautiful counters feature full color period national symbols and heaps of unit detail. Also has two 34"x22" maps, 24 army charts and displays, standard rulebook, exclusive rules and scenario book with historical commentary. $124.95

MIH In Flanders Fields 2nd Battle of Ypress ***/###

Focuses on the Second Battle of Ypress in 1915, when the Germans launched a terrible attack upon French, Algerian and British forces. Suitable for solitaire and multiplayer gaming. 22x30" map, 280 counters, 36 page rulebook, and a historical guide with articles by eye-witnesses, game design notes, etc. No box $60.00

MIH Lodz 1914 ***/###

An operational simulation of the clash between German and Russian armies in Poland during November and December of 1914. Both German and Russian armies manoeuvred frantically attempting to encircle each other. With 22"x34" map, 720 counters, rules, four player aid cards. **Boxed $110.00** **Unboxed $90.00**

SMG Luftschiff */####

The player controls the crew of a Zeppelin over Britain, Europe, or Africa during the first World War. Each game is a single bombing run, and as the campaign progresses, enemy resistance increases, with new rules and advanced defenses being used. Second rate components in ziplock bag. $32.00

Riesenflugzeugabteilungen This solitaire module adds the giant multi-engined bombers of the great war, including Italian, Russian and German air forces. $5.00

GRD March to Victory ****/###

This war to end all wars was fought in the dawn of new technology that laid waste to vast empires and their armies. Virtually all our modern weapons were first used in this war. The tactics were not. Mass attack resulted in mass destruction. The Great War with Europa rules, from 1914 to 1916, on the Western Front! 16 miles to a hex, two week turns, naval and air power is represented. Basic formation is at divisional level, with regiments, brigades and battalions. Two half maps, one full map. 3,360 counters of Germans, British, French, Dutch, Belgians, Swiss, Italians, Austrians, etc. Central Powers; Entente and Neutrals OB books. Lots of scenarios. Off maps strategic operations. $185.00

COM Mason-Dixon **/###

Contains large color map plus 538 counters to let you explore the possibilities of the USA fighting the Confederates in either 1917, 1940, or 1995. There are counters for all three possibilities. Also contains 352 counters and map (the reverse side) to represent a 1995 war in the Balkans. $40.00

SMG Pancho Villa */#

A different style of wargame. One player controls the American punitive expedition to punish Pancho Villa and his four regiments of bandidos. The Americans have repeater-armed cavalry, three troops of volunteers in flimsy trucks, a couple of machine guns, etc. Second rate components in ziplock bag. $22.50

GMT Paths of Glory 1914-1918 **/####

Step into the shoes of the monarchs and marshalls who triumphed and bungled from 1914 – 1918. At the heart of this strategic game are 110 strategy cards, being Mobilization, Limited War and Total War cards. Cards cover Landships, Zeppelin Raids, Grand Fleet, Flamethrowers, etc. Movement system is point to point of all of Europe. 316 counters, 110 cards, map. $90.00

S&T180 Reinforce the Right! 1914 **/#

A game for two players based on the opening campaign of World War One in 1914. One plays Germany, and the other French, British, and Belgian units. Can you as Germany bring to completion the Schlieffen Plan to reinforce the right sufficiently to take Paris? Can you as the Allies stop this from happening? 280 counters, large map of Belgium, France, & Germany. $27.00

AH Richthofen's War **/#

All the drama and action of aerial combat over France during WWI. Each player controls one airplane, attempting to shoot down opponents on the way to becoming an ace. Each aircraft is unique in its own performance. With 22"x24" color mapboard of France, 180 counters, rules, scenarios, aircraft status pad. $55.00

AP The Great War at Sea Vol I **/##

This is the most stunning WWI naval wargame I have seen. With gorgeous full color counters of ships that fought in the Mediterranean from 1911 to 1918 from the countries France, Russia, Austrai-Hungary, Turkey, Germany, Great Britain, Italy, and Greece. Players plot the movement of their fleets on the strategic map in advance. When opposing fleets meet, play moves to the battle map where ships maneuver and fire on each other with guns and torpedoes. More than 50 scenarios recreate naval actions in the Mediterranean, and range from small actions to a massive campaign game covering the whole war in that theatre. With 8 pages of rules, 280 ½" inch counters and 180 1" counters, three maps. Fantastic. $80.00

AP The Great War at Sea Vol 2 **/##
The complete World War I Northern Sea War, including the North and Baltic Seas. With stunningly beautiful counters. For four long years the British and German fleets warily eyed one another across the cold, chilly gray of the North Sea. Only once they came to blows. Can you break the deadlock of the Great War in a single afternoon? Fleets maneuver on the strategic map, and battle on the battle map. With more than 50 scenarios including the Battle of Jutland. 670 counters, 8 pages of rules, 24 pages of scenarios. Thoroughly recommended. $95.00

AP The Great War at Sea Plan Orange **/##
What would have happened if the USA and Japan had gone to war in the early 1930s? When their carriers were equipped with bi-planes only? The US developed the Navy Plan Orange to deal with such an eventuality. Now you can pit the 1930 US and Japanese fleets against each other and find out what would have happened. Scenarios include small engagements up to a Jutland sized battle. With 210 stunning counters, 2 maps, 8 page rules, 12 page scenarios. $60.00

AP The Russo-Japanese War 1904-5 **/##
A Great War at Sea game. This was the most decisive naval battle of the 20th century, which saw the decline of the Czar and rise of the Emperor. With 25"x30" strategic map, 25"x25" tactical map, historical scenarios, what-if scenarios, just 8 pages of rules and 12 pages of scenarios, 210 beautiful counters. $75.00

PAN Warlords **/#
An entertaining multi-player (3 to 7) wargame of social turmoil and military expansionism set in the faction-torn provinces of China from 1916 to '50. The simple mechanics include such things as famine, revolts, foreign aid, guerrilla warfare, & taxation. Victory is dependent upon how well one dominates inter-player skills such as bribery, coercion and negotiation. $2.00

DEC World War I **/###
This game is unique in that it recreates WWI using just 120 counters. From the German sweep through Belgium to the Russian disasters in East Prussia, from the Italian debacle at Caporetto to abortive Allied thrusts through the Balkans. You control the armies of major and minor powers, and also control national resources to create new armies, replace losses, etc. Map is from Paris to Vilna, down to Turkey. 17x22" map, brief rules book, and detailed unit set-up. $27.00

World War Two

AH Atlantic Storm **/#
From September 1939 through May 1943, the German Wolf Pack submarine force sank 2,452 Merchant Marine vessels carrying 13 million tons of needed war materials for Great Britain. Includes two decks of cards, one with 40 historical convoys, the other being 112 cards of the forces of the two opposing sides. Even the Bismark and the Hood are included in the game, as both players fight battles over the 20 convoys that sail in each game. The cards feature stunning artwork with B&W photos of ships, subs, aircraft, weapons, leaders, etc. A great looking game with nice short rules. 2 to 6 players. $54.00

MB Axis & Allies **/#
A rather big game of global grand-strategy for 2 to 5 players. Beginning in 1942, the five world powers must expand their territory to deny the enemy land, as well as increase their vital industrial resources to thus increase armament production. Mechanics feature secret weapon development, strategic bombing, and submarine warfare. Components include a colorful 19"x33" mapboard and 299 plastic minatures representing infantry & tank armies, carrier task forces, destroyer flotillas, sub packs, fighter & bomber squadrons, AA divisions, etc. This is a great game where you can happily quaff the Vic Bitter and still win! Recommended. $90.00

The World At War By Xeno Games, this is a deluxe *Axis & Allies* expansion. Gives new rules that allow for more realism to the game and actually starts the game in 1939. These rulesmay be used with either 1st or 2nd ed A&A. This boxed expansion comes with 238 plastic playing pieces in four colors, and a 18"x30" full color map that is very easy to see where all the countries etc are. More territories have been added, the Germans can build SS troops; there are rules for cruisers, and the Japanese can do Banzai charges. There are rules for paratroopers, and beware! Those minor countries are now fully armed! $75.00

A&A Accessories By Table Tactics, contains 275 new plastic pieces and instructions. New pieces include heavy fighters, jeeps, jetfighters, land mines, landing craft, superbombers, V2 rockets $60.00

Asia 1483 Variant Set in Asia 1483 AD, players assume control of one of 16 different kingdoms for control of Asia. Build colonies, compete for European trade. Has 43x39" map, 16 page rules, 2 sheets of uncut-counters. Low quality. $45.00

Central Powers By Table Tactics, contains 200 new plastic pieces and instructions. New pieces include MGs, artillery, AT guns, WWI tanks, Half tracks, cruisers and destroyers. $60.00

Europe 1483 Variant Set in Europe 1483 AD, players assume control of one of 16 different kingdoms for control of Europe, Middle East, North Africa. Has 28"x34" map, 16 page rules, 2 sheets of uncut-counters. Low quality. $40.00

Middle East Combat A hypothetical war in the Middle East, between the USSR and Iraq, with formidable armored and naval forces, against Iran, Turkey and Saudi-Egypt. Includes full color map, random event tables, modern weapons. $40.00

New World Order By Table Tactics, contains 200 new plastic pieces and instructions. New pieces are for modern day combat, including helicopters, jet fighters, tanks, APCs, hovercraft, etc. $60.00

Spanish Civil War This variant includes two light card B&W maps of Spain, plus limited rules. You need A&A pieces and rules to use. $20.00

JED Europe at War */####
A low complexity grand strategy game where 1 to 4 players direct the eco-nomic & military growth of a European power from 1941 to '45. Features 282 counters representing leaders, infantry armies, armoured corps, elite forces, aircraft & naval assets, plus three 8"x22" mapboards. The rules cover the influence of the naval war & Japan, as well as A-bomb development & political variants. $20.00

XEN Europe at War */####
By Xeno Games, this magnificent game of WW2 in Europe & North Africa is in the league of *Axis & Allies*. With 290 plastic pieces in 6 colors, representing infantry, tanks, artillery, fighters, bombers, merchants, transports, battleships, escorts, carriers & subs. The rules are short and simple too! The game starts in 1939 with the invasion of Poland, and continues until one side wins. Two to five players can play, controlling between them the countries France, Britain, Poland, Russian, USA, Germany, Italy, Rumania, Hungary, Bulgaria, & Finland. All the minor powers are represented too, including Greece, Portugal, Switzerland, Turkey, etc. Players receive income to buy new units, they can develop technology; you can deliver armored breakthroughs, aircraft can be used for Air Cap, Tac Air Support, Strategic Bombing, or Air Transport. You launch amphibious assaults, send convoys, there are fortifications. There are 15 fields of technology, including A-bombs, rockets, armor, submarines, etc. Also has 119 counters, full color 24x36" map, 70 mini poker chips. Very thoroughly recommended! $80.00

GMT INVASION SICILY 1943 **/####
Step into the shoes of Patton and Montgomery to lead Allied forces into Sicily in the largest Allied amphibious invasion of WWII. The Germans resisted the Allies for six weeks before being overwhelmed. Can you do better? With four scenarios, and the option to use different invasion strategies. 240 counters, 22x34" map. $60.00

DEC Kreig! 2nd Ed ***/####
Super deluxe second edition of Krieg! 560 counters, 153 strategic option cards, 10 player aid cards, scenarios, a scenario generating system, 2 x 34"x22" maps. *Due March.* $160.00

COL Victory: The Blocks of War **/#
An absolutely stunning new game from Columbia Games, using their excellent wooden blocks to create fog-of-war. Featuring a mythical map, this is a fast paced strategy game. You command a variable force of army, navy, and air units, over four geomorphic maps that can be joined together in a variety of ways. You can choose from ten WW2 unit types including fighters, bombers, carriers, battleships, armor and infantry. 100 wooden counters with great new graphics; 4 16"x11" mapboards. Each wooden block has 4 steps, each being one division, 100 planes, battleship, etc. $75.00

Victory: Desert/Canal Mapset Contains a desert map and a canal map. Each full color mapboard is geomorphic and 16"x11". $18.00

Victory: Island Mapset Contains two island maps, each with two coasts. Each full color mapboard is geomorphic and 16"x11". $18.00

Victory: Ocean Mapset Contains two ocean maps, one with islands, the other with two coasts. Each full color mapboard is geomorphic and 16"x11". $18.00

Victory: Orange Blockset Contains 50 orange blocks & stickers, being the WW2 standard set. This allows another player to join into multiplayer games. $22.00

Victory: Orange Elite Blockset Contains 50 new orange blocks with 12 new unit types: 4 jets, 4 torpedo bombers, 4 medium bombers, 6 destroyers, 6 cruisers, 4 elite armor, 4 artillery, 4 mech, 2 mount, 2 engineers, 2 marines, 10 logistics. $22.00

Victory: Black Blockset Contains 50 black blocks & stickers, being the WW2 standard set. This allows another player to join into multiplayer games. $22.00

Victory: Black Elite Blockset Contains 50 new black blocks with 12 new unit types: 4 jets, 4 torpedo bombers, 4 medium bombers, 6 destroyers, 6 cruisers, 4 elite armor, 4 artillery, 4 mech, 2 mount, 2 engineers, 2 marines, 10 logistics. $22.00

Victory: Logistics Set 105 new color counters plus rules. Adds air, navy and army factories to the game, which replace city production points. You can also use engineer units to build airfields; marines can build mulberries; and more. $18.50

Victory: Blank Maps Contains six card blank hexmaps. $18.50

DEC War in Europe Updated Version **/###
War in Europe is the largest ever wargame to be published. It simulates the war in Europe from 1939 – 45 at division/corps level. There are nine stunning 22"x34" maps. Over 25 countries are delineated with their industrial and resource centers, major and minor ports, cities, rivers, etc. With mid complexity rules that have been updated with many new optional rules. There are 4,080 counters, 480 new to this version, including artillery, German motorised units, US Marines, Soviet Guards, French armored divisions. You must manage your own war economy within certain broad limits; has a six year campaign game and numerous scenarios, you can even play just the Eastern front for the whole war. Strictly limited stock available. $500.00

ADG World In Flames Deluxe 6th Edition ***/####
Award-winning Australian game. A strategic level game of the Second World War. Seven full color maps portray all the theatres of war: Europe, Russia, Africa, the Middle East, India, Asia, the Pacific, the Atlantic, and more importantly, Australia. 3,400 full color counters represent the armies, corps, and divisions, the aircraft carriers, battleships, cruisers, and air groups that took part. Players make strategical decisions that decide the fate of nations. What forces to produce, where to commit them, and when and how? This final edition has new, graphically stunning maps and counters. The maps have larger hexes with the most accurate terrain yet seen in a strategic game. This deluxe version includes Ships in Flames, Planes in Flames, Asia Aflame, Africa Aflame, and Mechs in Flames. All their rules have been revised, simplified and incorporated into the main rules. With scenarios and campaigns. Thoroughly recommended. $190.00

World In Flames Classic Basic edition. $80.00

Afa/AsA Update Kit Replaces Africa Aflame and Asia Aflame for all players of World in Flames~the Final Edition. It contains new counters, and the revised maps are now of the same stunning quality as WiF~the final edition. Has 400 counters and maps for Africa and Scandanavia. $39.00

AMERICA IN FLAMES This is a complete game. 2 – 5 players fight for control of the Americas in 1945, after the Axis powers have conquered all of Europe and Asia. Germany, Italy and Japan must attempt the largest naval invasion in history, as they attempt to conquer North and South America. USA and the remnant forces of the Commonwealth try to delay the Axis conquest long enough to let US scientists develop the superweapon that will win the war. Both sides try to woo the neutral South American countries to join them. With 840 counters, 2 x 594x840mm maps, rules book, charts, dice. $99.00

AMERICA IN FLAMES Update Kit Contains as above, except only has incomplete rules. You must own WiF Deluxe to use this. $85.00

CARRIER PLANES in Flames 280 counters, the Carrier Planes in Flames rules supplement, Final Ed combat charts, Terrain Effects Chart. $30.00

DAYS OF DECISION II A game of politics and war during the volatile years 1936-46. You, as leader of one of the nine major world powers, must guide your country through these dark and difficult times, pitting your wits against the other world leaders to ensure that your ideology holds true and your country is victorious. With 800 counters, large map, rules, charts. $70.00

WIF Annual 1998 Includes Leaders In Flames expansion, with 140 counters, players notes for every major power, 16 page rules insert, all the latest from the WIF world, etc. $50.00

Advanced Squad Leader

ASL News!

Multi-Man Publishing have acquired the rights from Hasbro to continue producing Advanced Squad Leader. They are currently working on several new titles, plus a re-vised reprint of the basic rules. The first new product is the ASL Journal Issue One.

AH ADVANCED SQUAD LEADER ****/####
This is ONLY a rulebook - more specifically a sturdy 3-ring binder with an attractive dust cover. Inside are 176 pages of text, with 8 separate reference cards. Featured chapters are - Introduction, Basic Infantry Rules, Terrain, Ordnance/Offboard Artillery, Vehicles, Design Your Own (with German & Soviet equipment notes), plus an index. An outstanding production! *Reprint version due June?* $90.00

ASL ANNUAL '91 64 pages with 16 scenarios. $30.00

ASL ANNUAL '96 Full of new scenarios, etc. $35.00

ASL Action Pack # 2 By MMP. Contains mounted mapboards 46 & 47, two sheets of hill and building overlays, additional chapter B rules, overrun flowchart playing aid, & 8 scenarios, including Dec 1941 in the outer suburbs of Russia, Tigers try to keep open an escape rout in Russia 1944, Japanese try to retreat in Guadalcanal in face of US attacks. $57.50

ASL Journal Issue One The first new product from MMP, the new producers of ASL. A 64 page journal similar to the previous Annual. Includes an article on smoke in ASL, how to use 2nd rate AFVs, a Red Barricades campaign, Chapter S (Red Barricades solitaire), jungles, and heaps of top quality scenarios from all periods of the war. $40.00

ASL Journal Issue Two Scenarios, 22"x32" hiostical map, counter sheet, campaign of fighting in Okinawa. *Due late January.* $40.00

BEYOND VALOR MODULE 1 Contains an extensive German and Russian force pool: 2396 counters representing every major vehicle and gun used by the belligerents - from horse-drawn wagons to the gargantuan IS3. Includes a large assortment of markers, leaders, infantry squads, and support weapons as well. I pity the poor bugger that has to carefully cut 'n' trim this lot! Also features four 8"x22" mapboards (#20 to 23, all urban) and 10 scenarios. $90.00

PARATROOPER MODULE 2 This module introduces the advanced mechanics to SQUAD LEADER players. Contains ALL the necessary counters & markers for the 8 scenarios provided (recreating US airborne operations during the Normandy Invasion). Features one (#24) mapboard, 478 counters, plus Chapter K - a 24 page ASL primer! Note - requires mapboards #1 to #4 to play. $65.00

YANKS MODULE 3 The American expansion set, it contains 1048 counters with the usual plethora of AFVs, ordnance, heavy equipment, leaders, NCOs, grunts, and markers. There are also four 8"x22" mapboards (#16 to #19), 8 scenarios, Chapter E , plus U.S. vehicle notes for chapter H. $95.00

PARTISAN! MODULE 4 Features 8 scenarios specifically pitting guerrilla operatives against the Germans and their allies - from the rugged mountains of Greece to the shattered streets of Warsaw. Contains 260 counters (axis minor infantry & support weapons), plus two 8"x12" mapboards (#10/32). $45.00

WEST OF ALAMEIN MODULE 5 An expansion set that features the British army, with 1264 counters representing evething from the 2pdr. Portee to the Churchill Crocodile. Also includes Chapter F (rules for desert terrain, arid weather, sun blind-ness, heat haze, heavy dust, mud, etc.), plus Chapter H notes for British equipment. There are 8 scenarios, five 8"x22" desert mapboards (#25-29), a 7"x 22" escarpment map and six pages of terrain overlays. $115.00

THE LAST HURRAH! MODULE 6 Eight challenging 1939-'41 scenarios set in Poland, Belgium, Holland, Crete, Norway & Yugo-slavia. Contains two mapboards (#33 & 11) plus 260 counters (featuring Allied minors). $55.00

HOLLOW LEGIONS MODULE 7 This package presents the Italians; whose fighting prowess was unfairly maligned at squad level. Contains 2 desert mapboards (#30 & 31), 652 counters (covering every major weapon), 8 scenarios (from North Africa to Russia), and the relevant pages for Chapters H and N. $60.00

CODE OF BUSHIDO MODULE 8 Presents the Japanese army and rules for the Pacific theatre. Contains 660 counters covering all major Jap vehicle, gun & troop types employed from the 1930s to 1945. Also includes 4 mapboards (#34 to 37), 4 sheets of jungle overlays (35 in all), 8 scenarios, Chapter G (16 pages covering jungle terrain, banzi charges, kamikaze tank-hunters, hara-kiri, pack animals, etc), plus Japanese additions for chapter H. $105.00

GUNG-HO! MODULE 9 Contains 1008 counters introducing the nuggety US Marines, the Chinese army, plus an assortment of Japanese & Allied landing craft. There are also 28 more pages for Chapter G, Chinese notes for Chapter H, two mapboards (#38 & 39, 19 beach/sea/river overlays, and 8 scenarios. $115.00

CROIX DE GUERRE (Cross of War) MODULE 10 This module adds the 1939-40 French, Vichy French, and Free French, to ASL. It contains the entire order of battle including personnel, weapons, and vehicles, two new mapboards (#40 and #41), one sheet of building, stream, etc overlays, 8 pages of revised rules, Chapter H historical & DYO, and 8 scenarios. There are over 600 counters. $90.00

DOOMED BATTALIONS MODULE 11 9th April 1940 - threatened with aerial bombardment of Copenhagen, the Danes quickly surrendered, but because of poor communications the news did not reach the front lines. Mapboards 44-45, 8 new scenarios with overlays, and, Allied Minor Armor and Ordnance. $110.00

RED BARRICADES HISTORICAL MODULE 1 The mapboard, 31x45", has 1" hexes depicting Stalingrad's huge Red Barricades ordnance factory and surrounding environs. Also Chapter O, 88 counters for marking fortified buildings, Cellers, AT ditches, etc. Includes three separate Campaign games for street fighting. $75.00

KAMPFGRUPPE PEIPER 1 HISTORICAL MODULE 2 A game of Tactical warfare in the Ardennes in 1944. It deals with the desperate fighting between US and German SS forces around the village of Stoumont Belgium, during the Battle of the Bulge. 31" x 45" full color map, 400 counters, 4 scenarios, the Campaign game and Chapter P. $80.00

KAMPFGRUPPE PEIPER II HISTORICAL MODULE 3 A companion that expands upon the MODULE 2. Includes update to Chapter P; three different campaign games. In the campaigns, surviving units and equipment are retained for the next campaign scenario, a critical tactical dimension - conservation of force - is added. Six scenarios, and one monster scenario uses all the maps! 2 maps, 7 scenarios, counters, Chapter P rules update. $95.00

PEGASUS BRIDGE HISTORICAL MODULE 4 The glider-borne D Company, 2nd Oxfordshire and Buckingham Light Infantry seize a key bridge over the Caen Canal in Normandy. They repulse eight different German counterattacks from the 21st Panzer Division and 716th Infantry Division until relieved. With on 22"x32" map, Chapter Q, 224 counters, 16 scenarios. $80.00

BLOOD REEF: TARAWA HISTORICAL MODULE 5 US Marines were being slaughtered as they attacked in waves upon the heavily defended beaches of Betio on Tarawa in 1943 - defended by over 4,000 Japanese crack marines manning over 500 defensive positions and structures. With 826 counters, two 23" x 21" maps of the island, scenarios, campaigns, Chapter T. $115.00

A BRIDGE TOO FAR HISTORICAL MODULE 6 British Paratroopers sieze a grand bridge in Arnhem and hold out against the 9th and 10th SS Panzer Divisions, and are soon fighting over city blocks. Has Chapter R detailing city terrain, bridge rules, campaign rules; also 1,040 counters, 9 scenarios and 3 campaigns, a 23" x 21" full color mapsheet of the bridge and surrounds. $115.00

SOLITAIRE ASL SOLITAIRE MODULE 1 /##### Has numerous charts and tables for generating enemy units, random events, and mapboard configerations. The highly detailed and historically accurate unit activation tables are arranged on various full color nationality cards - one each for Americans, Russians, and Germans, allowing you to play any one of these three sides against the other. With 14 new scenarios, 260 counters, generation cards, Chapter S. $80.00

ASL & Squad Leader Boards
The following is a list of all the mapboards which we stock for ASL and Squad Leader. All are the same price. ASL & SL Boards 1, 3, 4, 6, 8, 9, 10, 11, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 30, 31, 42, 43. ASL Deluxe Boards (with big hexes) B, C, D, E, F, G. $13.00

Critical Hit ASL Supplements

Critical Hit Magazine Issue # 7 Includes 7 color counters, six scenarios being Poland 1939, Russians try to break out of the Kiev pocket, France 1944, Canadians in action 1944, a disastrous US attack in Germany 1944, West Front 1945. Also an indepth look at para-drops, play notes on the Canadian army, scenario replays, etc. *Special* - $10.00

Critical Hit Magazine Issue Vol 5.1 50 pages with scenarios set in Belgium 1940, Kharhov 1943, Russian winter offensive in 1942, a Finland 1939 campaign, Russia 1941, etc. $30.00

Critical Hit Magazine Issue Vol 6.1 Full color map of a French town, French & German CG cards, 8 scenarios set in France 1940, another 8 scenarios, and number of other articles. $30.00

All American: 82nd Airborne Module 1 Stars the paratroopers of the 82nd Airborne "All American" Division that dropped out of the night sky before the landings on D-Day. With a professionally printed game map on heavy stock, designers notes, a historical booklet, ten scenarios with a battle manual, and B&W photos of locations. $20.00

Arnhem: the Third Bridge Covers the Battle of Arnhem, Sept 17-25, 1944. British paratroops are sent to hold a vital bridge, but intelligence did not inform them that two SS Panzer Divisions were in the area. With excellent map of the bridge and surrounds, counter sheet, scenarios. $55.00

ASL Cemetery Hill You must own *Platoon Leader* to use this campaign. A new campaign depicting the fighting on Crete between the Greek and New Zealand troops and German Fallschirmjager; including printed color overlays, a new reinforcement group chart, scenarios, etc.$13.50

ASL News Pack 1 Eight scenarios by top European designers. Includes German armor versus Polish fortifications, Belgium 1940, Holland 1940, German drive into Russia in 1941, Japan invades Vietnam in 1939, and a Russian village under attack in 1941. $16.00

ASL Platoon Leader 2.5 This latest edition is a variant for playing tactical-level battles compatible with the ASL and Combat! Systems. These campaign game rules let players recreate in detail the day to day give and take of battle. $22.00

Aussie-ASL '97 Pack A fresh batch of eight hand-crafted scenarios designed by the Paddington Bears ASL Club of Sydney. The scenarios include a battle in the Spanish Civil War, China versus Japan in 1937, France 1940, Russia Front 1942, Guadalcanal 1942, Tunisia 1943, Burma 1943 and 1942. $16.00

Aussie-ASL '98 Pack ten fresh tournament style scenarios, including Italians in Yugoslavia in 1941, Kursk 1943, the Japanese in Indian in 1944, Bondeno in Italy 1934, Aussie tanks in the East Indies in 1945, etc. $10.00

Carnage at Cassino Jan – May 1944 saw the French, American and British assaulting the German 90th Panzergrenadier Division on Monte Cassino. Includes large color map & 4 campaign games, 8 scenarios. $45.00

Dzerhezinsky Tractor Works Battle of Stalingrad October 14-15th, 1942, depicting the fighting between the elite Soviet 37th Guards and the German 305th Infantry Division supported by the tanks of the 14th and 24th Panzer Divisions. Includes large, full color map of the factories, rules to cover special terrain, rules for Platoon Leader, 4 big! scenarios. $20.00

Euro-Pack II: The Battle of the Bulge Eight scenarios that follow the Bulge, including house to house fighting in Belgium, a hidden Sherman wreaks havoc, German infantry attack US gun positions, etc.$18.00

Euro-Pack III: Late War '44-'45 Eight scenarios, including US M18s fighting Japanese Type 97s, US paratroopers in Normandy 1944, Red Devils are forced back by German tanks, a US assault with Wasps on a German held village,etc. $18.00

Euro-Pack IV: War in North Afira Eight scenarios, including British Matilda tanks launching a counter-attack, French against Italians in Libya 1941, a fighting French withdrawal in 1942, etc. $18.00

Euro-Pack V: Eastern Front Warfare Eight scenarios set on the Russian Front, from 1941 to 1943, including Finland, Soviet counter-offensive at Moscow 1941; Russian cavalry get behind German lines. $18.00

Euro-Pack VI: Partisans & Irregulars Eight scenarios including a stout Greek defense in 1941, partisans in Corsica, Red Chinese guerilla activity; Yugoslavian partisans; the Polish insurrection, etc. $18.00

Gembloux: The Feint A set of eight scenarios and a new Platoon Leader campaign game. The set depicts the fighting during the Battle of France 1940 including an historical booklet. Includes a full color map extension depicting a Belgian village, play aids, etc. *Special* - $10.00

Leatherneck II 8 new scenarios focusing on the USMC in WWII, including marines assaulting Japanese defenses in 1943, marines make a desparate defense to hold a beleagured beachhead, an armored clash on Palau Islands, etc. $15.00

Leatherneck III 8 new scenarios focusing on unheralded army units that came to the aid of the USMC in hard fought actions in the Pacific. $18.00

Pointe Du Hoc The invasion of Normandy 1944 saw three companies of American Rangers assault a battery of six French 155mm howitzers. However, the Germans had well defended positions and cliffs on their side. With 24x30" map, five new scenarios, 132 Die-cut counters, & campaign. $48.00

OAF (On All Fronts) Pack I Has ten scenarios, including a Soviet T-34 counter attack aginst a German Tiger I advance, the American 82nd Airborne verses SS Panzergrenadiers, Soviets try to close the last east-west corridor into Berlin in 1945, a Japanese assault in 1942 leaves them trapped, etc. Also has a small wood, river, and village. $16.00

Ordeal Before Shuri The Battle of Okinawa, April 9 – 11, 1945. Part 1. The 22" x 35" map covers a great deal of the terrain fought over by the US 96th Infantry Division and Japanese defenders. Has eight scenarios, special rules, Platoon Leader 2.5 campaign game. Need CoB, Yanks, GH. $50.00

Rout Pak III 8 new scenarios including British A13s getting their but kicked by Pz 38(t)s, French forces including S35s defeat Germans in 1940, British invade Vichy Africa in 1942, etc. $15.00

Scotland the Brave II Covers events that took place on the first day of the invasion of Normandy. Has a well researched game map, special rules, ten scenarios, and two campaign games. $50.00

Stonne 1940 Depicts the bitter battle for the crucial village of Stonne, and its dominating heights, during the battle of France, 1940. This early tank warfare saw waves of B1bis, H-39, FCM-36 trying to sweep away the Germans. $45.00

Soldiers of the Negus A new module depicting the Italian conquest of Ethiopia. Includes a sheet of mounted counters, nine scenarios covering a wide variety of actions from 1935-36, a historical booklet, and a new rules section. Was the Italian-Ethiopian war a simple conquest of tanks, machine guns and aircraft against spears? Find out! $26.00

Uncommon Valor The first in a three part series re-creating the Battle of Iwo Jima, Feb 19 – March 8, 1945.This module focuses on the battle for Motoyama air-field and includes flamethrower Shermans, Japanese heavy artillery, 8 scenarios, campaign game, 22" x 35" map. $50.00

Waffen-SS No Quarter, No Glory! Actually not CHI, but by Heat of Battle. This contains six tournament style scenarios compatible with ASL. Also 240 double-sided Waffen SS counters. $33.00

Waffen-SS II Fuhrer's Firemen Actually not CHI, but by Heat of Battle. Eight scenarios and 240 counters printed in white on black. As a special bonus a Chapter H page is included containing the necessary rules and notes for a rare set of vehicles found near Hitler's bunker. $33.00

Europa Series

GRD BALKAN FRONT ****/####

Recreates the campaign in the Balkans from the autumn of 1940 to the summer of 1941. It covers the failed Italian attempt to conquer Greece, the German blitz which overran Yugoslavia and Greece, and the German airborne assault on Crete. With two maps, 720 counters, scenarios covering the grand campaign and the campaigns in Greece, Yugoslavia and Crete, etc. $75.00

GRD FIRE IN THE EAST ****/####

Covers the war in the Soviet Union from the start of the Barbarossa invasion in June 1941 through to the end of the Soviet winter counter offensive in March 1942. Six maps stretch fro Warsaw to Stalingrad. Terrain is analysed in detail with over 20 different types. 2,500 counters. The most accurate order of battle ever published for the Eastern Front. The rules include extensive armor and anti-tank effects, plus special capabilities for many other unit types, from assault engineers to paratroopers. German panzer spearheads can break through the front easily, but soon find themselves outrunning their supply lines. $150.00

GRD FOR WHOM THE BELL TOLLS **/####

The Spanish Civil War, fought from July 17, 1936 to April 1, 1939. The supine and hypocritical attitude of the western democracies towards the intervention by Nazi Germany & Fascist Italy on the side of the Insurgents encouraged the dictators in their belief that they could do anything they pleased. A 2nd game included in this boxed set is a hypothetical German invasion of Spain. With 1,680 counters, 1 1/2 maps, rules, charts. $130.00

GRD POLAND - FIRST TO FIGHT **/####

On Sept 1, 1939 Germany unleashed a new weapon that permanently changed the face of warfare. Blitzkrieg swept over Poland and in 30 days the balance of power was reshuffled and Europe was at war. The two maps in this game depict Poland & its neighbours at a scale of 16 miles per hex. The counters represent the German, Polish & Soviet forces that fought in the campaign. 1,056 counters, 2 maps, rules, scenarios. $120.00

GRD SECOND FRONT *****/####

This game depicts the western Allied campaigns in Italy, France and Germany, from 1943 through to 1945. All the tactical forces of the western Allies and all the problems they face to defeat the German armies and win victory in Europe are in this game. Features a detailed ground operations system, new and improved air rules, an expanded naval system with task forces and carrier groups, detailed airborne and amphibious invasion systems, political and/strategical rules covering everything from Allied cooperation to Italian surrender to the collapse of Germany. With 4,800 counters! 4 maps, charts, rules. $225.00

Updated Second Front Counter Sheets $25.00

GRD STORM OVER SCANDINAVIA ****/####

It started off as a what-iff scenario on how to invade Norway. It ended up as a full-blown, multi-corps invasion on the eve of Germany`s invasion of France. With 1,400 counters, 9 map sections, rules, OB books, charts, etc. $125.00

GRD The Damned Dice Hard Philippines'41 ***/####

The second game in the *Glory* series, focusing on the war in the Pacific. This is a detailed, operational level game depicting the conflict between Japanese and Allied forces in and around the Philippines from December 1941 –May 1942. With 840 counters, 3 maps, rules, OB books, chart set. $105.00

GRD WAR IN THE DESERT *****/####

This game recreates the struggle for North Africa and the Near East, from O'Connor's offensive against the Italians in `40 to the Axis surrender in May `43. Contains all the forces from British cavalry to Tiger tanks, from Italian CD.42 biplanes to giant B-24 Liberators. Has the Europa forces and orders of battle for Turkey, Iran, Iraq, Transjordan and Egypt 1939-45, the forces garrisoning North Africa and the Near East for Great Britain, Italy and Vichy France; American forces available for operations in Europe, Africa, and the Near East, 1939-42. With 1,680 counters, 7 maps, rules, OB books, charts. $190.00

GRD WAR OF RESISTANCE **/####

War of Resistance, China, 1937-41 is a detailed, operational level game which chronicles the second Sino-Japanese War starting on July 7th, 1937. Viewed as the true beginning of World War II, this game covers the conflict through to the Japanese attack on Pearl Harbor. Although often forgotten, the Japanese war effort into China was immense and exhaustive, absorbing the majority of Japanese ground forces – forces which were needed elsewhere. With 1,960 counters, five maps, rules, OB charts, etc. Unit scale, divisions, regiments, battalions. $200.00

GRD EUROPA MAGAZINE # 52 The official Europa Magazine, issue # 52, focusing on Canada at war in WW2. $12.00

GRD EUROPA MAGAZINE # 53 The official Europa Magazine, issue # 53, including British airborne units, siege of Belgrade. $12.00

GRD EUROPA MAGAZINE # 54 The official Europa Magazine, issue # 54, containing a scorched earth Naval system. $12.00

GRD EUROPA MAGAZINE # 55 The Europa Magazine, issue # 55, focusing on the Italians in WW2, with a magnificent historical commentary. $12.00

GRD EUROPA MAGAZINE # 56 The official Europa Magazine, issue # 56, with a Second Front campaign, German Pocket Battleships, Italian human torpedoes, etc.. $12.00

GRD EUROPA MAGAZINE # 57 The official Europa Magazine, issue # 57, covering Bulgaria invading Yugoslavia in 1940, the Dodecanese Campaign, and many other articles. $12.00

GRD EUROPA MAGAZINE # 58 The official Europa Magazine, issue # 58, covering the War in Russia. and many other articles. $12.00

GRD EUROPA MAGAZINE # 59/60 The official Europa Magazine, issue # 59/60, covering D-Day, including Omaha Beach. $24.00

GRD EUROPA MAGAZINE # 61 The official Europa Magazine, issue # 61, covering the German withdrawal from Finland. $12.00

GRD EUROPA MAGAZINE # 62 The official Europa Magazine, issue # 62, covering the war in Spain, 1940 - 1944. $12.00

GRD EUROPA MAGAZINE # 63 The official Europa Magazine, issue # 63, covering New Zealand`s role in World War Two. $12.00

GRD EUROPA MAGAZINE # 64 The official Europa Magazine, this one being the 25th Anniversary issue. $12.00

GRD EUROPA MAGAZINE # 65 The official Europa Magazine, this one including a map, counters, OB, for Iceland in WWII. $12.00

African Campaign

JED AFRICAN CAMPAIGN 2nd Edition */####

A fast, desperate game of the desert war from late 1940 to early 1942. The mechanics include airpower, fuel supplies, hidden minefields & fortresses. Components include 168 counters and an 11"x32" mapboard. Rommel's meagre forces of mobile panzers & hesitant Italians tackle an assortment of Commonwealth forces in a very fluid battle along the coast, with both sides quite happy to ignor stubborn concentrations of defensive lines. $25.00

COL MEDFRONT **/#

You must own West Front to use. This game simulates the tragic and chaotic civil war between Nationalist and Republican forces that engulfed Spain from 1936-1939, and the campaign game of the Desert War, from 1940 - 1943. With two full stunning color maps, 50 wooden counters with stickers giving fog-of-war, and compatible with West Front and East Front. $60.00

COL ROMMEL IN THE DESERT **/#

The third game in Columbia's superb East Front series, which uses one hundred 20mm square blocks for counters, which are rotated to record step losses, and also provide realistic fog of war. This is a very fast moving, challenging, tense and playable game of the combat in North Africa from 1940 to 1942. Uses a unique command structure that forces players to make realistic choices as generals, rather than trying to get that perfect 3:1 attack on units in front of your forces. Color mapboard is 12" x 36". 7 scenarios. $60.00

UGG Triumph & Fall of the Desert Fox **/####

By the German company UGG. This game is the smallest and easiest game of the *Empires of Apocalypse* series. Perfect for beginning wargamers, it includes a quick start card of 2 pages, allowing you to start playing the game without reading the rules. Unboxed, with 280 counters, 4 maps, player aid cards. $50.00

MOM TRIUMPHANT FOX ***/####

Panzerarmee Afrika, led by Erwin Rommel, is about the begin its drive towards the Gazala Line. Over a thousand tanks and 250,000 men would taste victory and flirt with disaster at the same time. When the sand settled four weeks later, Tobruk had fallen and the Afrika Corps would race for Alexandria. The centerpiece of this game system is its innovative *highly interactive* sequence of play. Includes 240 counters, 22x34" map, rules, historical commentary, campaign and several scenarios. $40.00

Western Front

COA ACHTUNG - SPITFIRE **/#

This game simulates tactical air to air and air to ground combat over Europe from 1940 - 43, the days in whic the Spitfire sent terror in the hearts of the German pilots who opposed them. Includes a clever mission generator that allows players to recreate famous missions and even campaigns. Uses the same system as Over the Reich, with 280 counters, 24 aircraft data cards one 34x22" map, rules, etc. $75.00

AH AIR FORCE ***/#

A rather complex game that re-creates historical air battles from the Battle of Britain through to the massive air offensives over German. Each aircraft has its own counter and data card, with strengths and weaknesses. Color data cards for 30 different aircraft, 6 geomorphic gameboard sections, 255 counters. Also includes the Dauntless Expansion, with 30 new aircraft, dive bombing, carrier takeoffs. $80.00

SG BODYGUARD OVERLORD **/#

May 1944. Allied preparations for Operation Overlord are in full swing. Fresh US troops arrive daily in England, and the planned Bodyguard deception effort makes their numbers appear even greater. But the Germans sends spies to England to try to learn the place and time of the D-Day invasion. In this tense game of intelligence, deception and invasion, of ploy and counter-ploy, combat occurs only as the logical result of careful planning and in some cases, best guesses. All 300 counters are backprinted so that you don't know what actual unit they are. Also 22x34" map, 36 espionage cards, etc. $60.00

AH BREAKOUT NORMANDY **/####

A graphic portrayal of the first week of battle of D-Day, June 1944, in which Rommel's panzers struggled to throw the Allies back into the sea. A 16"x44" mounted mapboard with area movement, 36 page rulebook with heaps of diagrams, 394 counters & play aid cards. $70.00

GMT BRITAIN STANDS ALONE **/####

This game allows players to fight one of the most intriguing "what-ifs" of the Second World War. The game explores the hypothetical possibilities of Operation Sea Lion, assuming that the Luftwaffe had succeeded in winning air superiorty and then gone on to inflict serious losses on the Royal Navy. With 480 counters, 2 maps, rules, cards, etc. $60.00

CHI COMBAT! Normandy **/####

Critical Hit are now producing their own range of WWII tactical wargames. The maps and scenarios are the only components compatible with ASL. This complete game recreates the furious combat in Normandy from June 6th to 9th, 1944. Features complete easy to learn rules, three mapsheets, scenarios booklet, 4 play aid charts, 280 backprinted counters. $75.00

AH D-DAY 3rd Edition */####

On June 6th 1944 the American & Commonwealth forces launched a massive seaborne assault that punched through Hitler's much-lauded coastal defenses. Includes 110 counters (mostly Corps level), a 14"x22" mapboard (60 miles per hex). Rules cover weather, carpet bombing, mulberry harbours, airborne drops, etc. $40.00

JED FORTRESS EUROPA **/####

An entertaining game covering the West Front campaign, from the initial Allied landings to the bitter struggle for Germany. Both players have an opportunity to achieve victory. The Allies are able to conduct two invasions per game, however the Germans may thwart the landings with their hidden panzer reserves. Includes rules for airpower, paratroops, partisans, volkssturm, mulberries & naval bombardments. Contains 400 counters and a 22"x24" map. Unboxed. Very entertaining. $12.00

GMT June 6 D-DAY, 1944 **/####

With five scenarios ranging from the first week ashore to the entire June campaign. Can you as Germans hold off the Allies while building up more reserves? Can you as Allies smash through the German lines sooner? Optional random events, sliding scale of victory points that reduces over time and is affected by what objectives you try to take, or how many reinforcements you commit. 560 counters, 2 x 22"x34"maps. $80

AH LONDON'S BURNING **/####

August 1940: Defend London against German bombers and fighters in this solitaire or two player WW2 game. Try to intercept and shoot down the Luftwaffe raiders before they bomb your airfields and installations in southwest England. You command two RAF fighters in this tactical game. In the two player game, you and a wingmate co-operate against the Nazis, or the other player controls the Nazis. With 190 counters, 2 16"x22" stunning color mtd mapboards, rules, 8 scenarios. $70.00

UGG MORSE CODE ***/###

In the general feel of *A World in Flames*, this is a German produced game (written in fluent English, of course!) that features simple rules that allow a great amount of strategical and tactical options. This game recreates war on the Western front from 1940 – 45, including North Africa, Italy, France, England, Germany, etc. Features detailed land, air and naval warfare; rules for tank battles, blitzkrieg rules, convoy battles, realistic naval system, unique production rules allowing you to follow your own strategies, research your own weapon technologies, a scenario book, 1680 full color counters, heaps of player aid charts, etc. Thoroughly recommended. $140.00

COA OVER THE REICH ***/#

Simulates tactical air to air and air to ground combat over Europe from 1943-45. Designed by JD Webster, who brought us Air Superiority and Speed of Heat. This game brings the same flavor to WW2 air combat. With 240 great colorful counters and one 34"x22" double sided map. Each aircraft covered is covered by a complete page of information & statistics, adding depth & realism to the game. Rules are extensive and include scenarios. $55.00

MiH PIERCING THE REICH ***/####

Operational level simulation of the Battle for Aachen in 1944, which was the first German city taken by the Allies. using the *Triumphant Fox* game system. The sequence of play is interactive with the focus on command control. Special game features include infiltration tactics, variable game turn length, variable combat strength determination, armor superiority, Tiger Tank Scare, railroad guns, etc. $75.00

APL THE INVASION OF ITALY **/###

Recreates the 1943 Fifth Army landing in the Gulf of Salerno and the battle to secure the beachhead from 9 - 19 September 1943. 700 counters, 22x34" map. $44.95

GMT THE RISE OF THE LUFTWAFFE **/###

Players take the role of the early European fighter aces, flying BF-109s with Molders and Galland, JU-87s with Rudel, Spitfires and Hurricanes with Douglas Bader or the US Eagle Squadron, etc. Includes campaigns for air warfare over Poland, France, the Battle of Britain, Crete, North Africa, and the opening stages of Barbarossa. With 132 color playing cards for aircraft and tactics, 48 counters, 8 campaign displays, & rules. Target cards include destroyers, dogfights, freighters, bridges, battleships, air fields, radar stations, factories, railyards, etc. Special - $25.00

EIGHTH AIR FORCE An expansion for *Rise of the Luftwaffe*. A fast action card game that allows players to experience the tensions and thrill of aerial combat over Europe in WW2. With 6 air campaigns from 1942 - 44. With 132 color playing cards, 96 counters, 10 campaign maps displays, etc. Special - $35.00

GMT TIGERS IN THE MIST */####

A new fast-paced, low complexity area-movement game of the Battle of the Bulge in 1944. Features an impulse based movement and combat system which forces both sides to hoard reserves to respond to both opportunity and disaster on the battlefield. With 3 scenarios and campaign, unpredictable combat system which results in heavy attrition for both sides, 352 counters, 22"x34" map, charts, 4 x 10-sided dice. $65.00

COL WEST FRONT **/#

This is the second game in Columbia's East Front series, and can be played by itself or linked with East Front. The game begins in July 1943 with the Allies invasion of Sicily and Italy, and includes the invasion of Normandy until the fall of Germany in 1945. Includes 120 wooden blocks with stickers on their front, which are rotated to record losses, and also provide fog of war, as you only see your opponent's counter strengths when a battle occurs in a hex. Includes rules for a three-player game, where the Allies and Soviets compete with each other to take the most of Germany. 6 scenarios, stunning 22'x34" mapboard, etc. $90.00

EURO FRONT This is not an independent game. Ownership of East Front, West Front, and MedFront are required, and Volga Front will also be useful. This expansion adds 50 more wooden counters for Polish, French, Yugoslavian, Greek, Belgian, Dutch, and Danish units to the game, allowing the entire war in Europe 1939-45 to be played. Scenarios for *each* year of the war are included.. $42.00

Eastern Front

SG A BOLD STROKE - KIEV 1943 ***/####

The Soviets assault Kiev and surrounding terrain after smashing the Germans at Kursk, in 1943. But the Germans rush in heaps of reserves in an effort to stem the Soviet assault. Corps/division sized units are used as players have interactive turns, where you can use your reserves during the opponent`s turn. Units range from massive Soviet Rifle corps to German Cavalry regiments. The initiative swings from one side to the other, as massive German reinforcements appear just as the Soviet Offensives begins to overextend itself. 280 counters. $60.00

GMT BARBAROSSA Army Group South ***/####

Follows the progress of Germany's Army Group South as invades the Soviet Union in 1941. Kiev, the first major German objective in the south, did not fall on schedule. In fact, Soviet resistance was so fierce that it required diverting Guderian's Panzer Group away from the advance on Moscow. Kiev fell in one of the great encirclements of the Second World War, but the German advance on Moscow was delayed for several critical weeks. With 840 full color counters, three 22x34" and one 17x22" maps, eight scenarios, detailed air rules, incredibly detailed Order of Battle including artillery, armored trains, etc. $99.00

GMT BARBAROSSA Army Group Center ***/####

In June 1941 Army Group Center smashed through Soviet defenses as it blitzkrieged towards Minsk. This allows them to destroy the Soviet Western Front, and now they blitzkrieg towards Smolensk, which also falls. But now Hitler overrides his generals and over half of Army Group Center's panzer and air formations are sent north or south, allowing the Soviets time to repair their shattered front. Did this mistake cost theGermans the war? Play this game and find out. With 1,120 counters, four 22"x 34" mapsheets, assymmetrical sequences of play which highlight Axis armored breakthroughs, OB charts, rules. $109.00

COA BORODINO '41 **/#

The Germans thought the end of the war in Russia was in sight. The 10th Panzer Division and SS Reich Motorised Divisons reached the Borodino battlefield on October 13th, with only one Soviet rifle division blocking their path. Behind the division was the highway to Moscow. But somehow the Soviets managed to hold, counter-attack, and damage the Germans so severly that within five days they lost half their tanks. 280 counters, maps, rules, etc. Special - $30.00

MiH Clash of Titans – Tank Battles for Kursk */####

The Soviets built massive fortified lines in the Kursk sector and made many forces available as reserves. On 5th July the Germans attacked with 435,000 men and 2,700 tanks, met by 1,550,000 Soviets and 4,800 tanks. With 600 counters including full color photos of tanks, units from battalions to divisions and corps, 22x34" map, simple rules which include two kinds of combat, tanks verses tanks, and regular combat. Looks great. Sold in a ziplock. $69.00 Boxed $85.00

COL EASTFRONT **/#

This is my favorite game of the Eastern Front. Produced by Columbia Games, this game uses 120 20mm square wooden blocks for counters. The counters are rotated to provide step-reduction as the unit takes losses, and the counters also provide fog of war. The blocks are also easy to stack and pickup, unlike normal counters. The mapboard is 22"x34" and looks stunning. Features a unique and simple HQ command system that represents supplies, flexibility, etc. Also includes weather and airpower rules that make sense. There are eight scenarios that can be linked together: Barbarossa (the whole war), Soviet Moscow counter-attack, Axis Drive on Stalingrad, Collapse at Stalingrad, Battle of Khursk, etc. The game also links directly with West Front. This is a **great** game, of the most challenging theatre of war in WW2. $90.00

Computer EastFront See the computer section for details! $70.00

EastFront Rules 2nd Ed Just the 2nd Ed rules and charts. $10.00

VolgaFront This expansion allows players who own EastFront to simulate the *planned* Volga campaign of 1942 to defeat Russia. The VolgaFront full color mapboard joins to the eastern edge of the EastFront mapboard ane extends play to the foothills of the Urals. This extension radically alters how the German player views the region east of Moscow and Stalingrad. With 11`x34" mapboard, scenario booklet, and the complete EastFront 2nd Ed rules book. $31.00

GMT LOST VICTORY KHARKOV 1943 **/###

It is winter 1943 and the German 6th Army is trapped in Stalingrad. But a worse disaster is brewing, the Red Army is descending on Kharkov and is driving for the main German supply bases on the Dniepr, with only a thin grey line to stop it. With 480 stunning counters, 22"x34" game map, rules book & playbook, dice, and player aid cards. 1-4 players. $30.00

COA OPERATION SPARK! ***/####

Operation Spark was the Soviet offensive in January 1943 to relieve Leningrad of the German siege. Soviet infantry are regiments and battalions and the Germans in battalions, the armor in companies, and the artllery in brigades. Artillery is crucial. The rules have a flexible command system, interactive exchanges of fire, and everything from aerosans to Tiger tanks to the Fascist Spanish Blue Division. And a frozen lake, a frozen bog, all dominated by one lone hill. Which the German defenders are securely entrenched upon. 560 back printed counters, 34"x22" map, charts, tables, rules, dice. $60.00

JED RUSSIAN CAMPAIGN Series II */####

Very playable strategic game of the war in the East, from Hitler's invasion of Russia, to the fall of Berlin. Players command massive mechanised forces, without being buried by a barrage of rules - experience the crush-ing momentum of Blitzkrieg, the chilling ferocity of winter warfare, and the brutal cycle of offensives & counter-attacks that characterised this terrible conflict. Contains 252 counters, a 24"x22" mapboard & rules for the Axis Allies, air support, & partisans. An entertaining & hard-fought campaign that vividly illustrates the sprawling dimensions of this war, and what might have been had Moscow fallen. $25.00

S&T194 The Forgotten Axis: 1941 */###

Contains two games, the first is the German and Finnish attack on Murmansk in 1941, with a lovely 34"x22" map and 140 counters, and *Sea Devils*, a naval wargame set in the American Civil War, where Confederatewarships try to destroy US merchant marines. 100 counters. $30

MiH Triumphant Return – Kiev 1943 */####

An operational level game of the battle of Kiev that took place during November and December 1943. The Soviets have forced a bridgehead over the Dnepr River, with Soviet tank columns streaming towards German held cities. The Germans meanwhile brought in several Panzer divisions to try to stem the tide and take back lost ground. The German player commands the 4th Panzer Army, the Soviet player the 1st Ukrainian Front. With 240 counters including full color photos of tanks, simple rules, 17x22" map, units battalions to divisions and corps. Sold in a ziplock. $55.00

AH TURNING POINT: STALINGRAD **/####

Recreates the brutal fighting in & around the city of Stalingrad, from Sept. 4 1942 to Nov. 14. Turns are broken into variable day/night impulses which play fast & constantly change advantages to both sides. The unique combat system & semi-simultaneous movement covers the gamut of urban combat - overruns, sudden break-thrus, encirclements, tenacious defence & week-long stalemates. Features a lavish 16"x44" mapboard (area movement) & 394 counters (battalion level). $50.00

MIH TURNING THE TABLES **/####

Recreates the Axis defeat of the Soviet Spring`42 offensive where elements of six Soviet armies attacked three Axis armies around Kharkov. Players use C3I points to activate units to move or fight. Also has combat chits to remove unrealistic chess-like game play. 17'x22' map, 240 counters, ziplock bag. Play in one evening. $60.00

COA WAR WITHOUT MERCY **/####
A game with beautiful map and counters, this recreates the war in the east from 1939 to 1944, including the invasion of Poland. Determine whether Leningrad, Moscow or Kiev, or all three, will be the primary objective for the Germans in 1941. Can you as the Russians stop the German attack and drive them back. With 840 stunning counters, two 34"x22" maps, two rulebooks, two scenarios and grand campaign, charts and tables. Two week turns, corps, divisions, brigades. $90.00
Art of War Issue 30 Magazine including articles for From Valmy to Waterloo, La Bataille Clinic, War Without Mercy Play Aid, Joan of Arc scoring. $5.50

Pacific Theatre

AH MIDWAY 2nd Edition */#
This is a tense simulation where players maneuver their fleets and conduct air patrols on a personal searchboard. When one side makes contact with an enemy vessel(s) the combatants are transferred to a battleboard where plans and ships slug it out. Components include 226 counters, a 22"x14" battleboard plus two 14"x11" searchboards. Features easy to learn rules, and an illustrated historic battle manual. 45.00

MiH Iron Bottom Sound II **/###
A tactical simulation of the night naval surface combat in WWII. Scenarios almost exclusively cover battles fought in the Solomon's during 1942-43 and all the major battles fought off Guadalcanal. Also one scenario each set in the Mediterranean and English Channel. Features streamlined and simplified rules, 2 x 22x34" maps, two islands, 210 counters, charts. $85.00

MiH White Ensign: Rising Sun 1942 **/#
Covers the Japanese raid on Ceylon in April 1942, which sank shipping in the Bay of Bengal including the British carrier Hermes. With two copies of the 22x34" map, players secretly move ships, planes, and transports with troops on the mapsheet, and search for each other. 176 counters. $75.00

Post World War Two

GMT CRISIS SINAI 1973 **/####
In 1973 the Egyptians launched an all out attack across the Suez Canal against Israel. After their crushing victory of 1967, the Israelis had been totally confident that they would repel this attack with ease. However, they lost 300 tanks in three days. With 720 counters, 22x34" map, 5 scenarios, 2 campaigns, etc. $75.00

S&T185 First Arab-Israeli War 1947-49 **/###
A simulation of the Israel War of Independence from 1947-49. On 30th Nov 1947, the United Nations made a resolution to partition Palestine into separate Arab and Jewish states. The Arabs response was armed clashes throughout Palestine that soon expanded into a full war. 280 counters, color map. $27.00

AH IDF - Israeli Defense Force **/###
Uses the MBT game system to recreate battles fought by the Israeli Defense Force during the 1967 and 1973 Arab-Israeli wars. Has 524 counters, 4 mtd mapboards, 32 data cards, & reference sheets. $90.00

AH Platoon **/####
Based on the firefights and characters of the movie *Platoon*. Re-creates the problems and pressures of jungle combat. With standup counters, 2 mounted boards. $50.00

S&T190 The Gauntlet Chongchon 1950 **/###
Strategy & Tactics magazine 190, including the game The Guantlet, a simulation of the battle in North Korea in late 1950 in which the Chinese stopped the United Nations offensive and retook the North Korean capital of Pyongyang. Units are regiments, brigades & divisions. 280 counters, large color map. $34.00

World War III

AH FLIGHT LEADER **/####
Air combat simulator for 2 to 8 players, covering historical & hypothetical engagements from 1950 Korea to 1990's Europe & Middle East. Includes stats for over 100 aircraft, national air force lists, and 24 scenarios, with a DYO section. Components feature 520 counters, and an outstanding 22"x32" mapboard (1km per hex). $50.00

XENO SUSHI-JALAPENO WAR. **/#
The nations of South America form the SAU. Mexico resents Japanese fishing interests and excutes hundreds of Japanese fishermen. Japan, allied with the SAU, invades Mexico. To quote: "Por Favor, my general, but why are the Japanese invading us?" "You imbecile, can't you see they are carrying the latest Nintendo Super 1640s? They mean to pay us tribute!" One day later, the Japanese capture Mexico without firing a shot. Can a fragmented US and the Republic of Texas stop Japanese and SAU aggression? Do you have the fortitude to use the bomb? Will the UN intervene on behalf of the PCC's 20,000,000 members of the bar? With a 20"x30" full color playing map, 85 color plastic pieces hover tanks, plans, infantry, APCs; 102 counters, 18 cards, rules. $65.00

General Games

Hasbro/AH ACQUIRE *Due January* */#
Re-released by Hasbro, now with a 3D gameboard and new artwork, new pieces, etc. This is a game of empire building. Each player builds and strategically manipulates hotel chains. As each group grows, players invest in them, merging smaller ones into more dominant chains to collect bonues in a calculated race to acquire the greatest wealth. With 14x22" color mounted mapboard, 3 sheets of hotel counters, 7 sets of stock certificates, money, etc. $99.00

AVA AIR BARON */#
A fast paced business strategy game that lets you build the biggest and most profitable airline in North America. Players compete for control of the 58 busiest airport markets in the US and 16 major foreign markets. Should you try to dominate a hub? Spread out to other hubs? Deploy Jumbo jets to increase profits? Take control of a foreign market? Or declare Fare Wars and go all out for market share. Includes mtd mapboard, 36 plastic planes, play money, simple rules, two counter sheets. $75.00

APL AIRLINES 2 */#
Take control of a major national airline. Control aircraft used by airlines today and vie for control of the top spot at the national airports in this head to head game of no-nonsense airline competition. Can you build a great Air Carrier or succumb to the pitfalls of deregulation? With rules, pad, heaps of cards. $75.00

RGG Big City */#
At the beginning of the 20th century, new buildings seem to burst from the earth as though grown from seed. As they grow, they change the shape of American cities. Powerful land developers scheme to forge this new look for the cities while building large fortunes for themselves. They must plan wisely and take risks to get the buildings they want on the land they acquire. With 8 city blocks, 52 buildings, 17 streetcars, 72 property cards, player aid sheets, etc. $85.00

RGG Cabale */#
A game with a wooden board and over 140 wooden pieces. You move, turn, drop a block, and jump. Each hexagon on the board has a numerical value, and the values increase as you draw towards the centre of the board. You score the values in all the hexagons where you placed blocks. 2 – 4 players. $85.00

RGG Canyon */#
For 3 to 6 players, ages 10 and up. Instead of digging up the hatchet, the young indian braves set off on an exciting canoe race through the old canyon. The speed of the canoes is determined by a simple card game. However, the players must keep their eyes on the game and can sometimes even get the occasional helpful push. With game map, 80 playing cards, 6 canoe counters, rules, marking stone. $55.00

RGG Cape Horn */#
For 3 – 5 players, who use their wits and the wind cards to direct the movement of their 19th century American cargo ships as they race around Cape Horn in getting from New York to San Francisco. The cards define the wind direction and speed along the route. Players may place cards to advance their position or disrupt others. Gameboard, 90 wind cards, 9 nautical stations, 15 station tokens, 5 ships, etc. $65.00

RGG Caprice */#
A cute game in which you build towers out of four different large circular pieces of wood, which have a variety of shapes and colors. You use smaller 'planning-blocks' to determine the shape of tower you want to build, and then try to build such a tower without your opponents stopping you, or building theirs before you do. With wooden gameboard, 24 large wooden blocks, 20 small planning blocks, rules. $85.00

SJG Chez Geek */#
You can't throw them out – they live here! A cute, fast-paced, satirical card game for 2 – 5 players by Steve Jackson Games. The object of the game is to try to get enough Slack to overcome the stress of your job. You get points by sleeping, watching TV, and nookie. But the other players will attempt to stop you! Over 100 cards. $35.00

USO Clue Alfred Hitchcock Edition */#
This edition features a completely redesigned game board and cards with custom weapons featuring imagery, characters and key evidence from Hitchcock films including Psyco, Torn Curtain, The Birds, etc. Characters move about the game board collecting clues in order to determine the facts about the murder. $60.00

QED Dog Eat Dog */#
A game of production, pollution and profit. You play the president of an American company in the 1980s, intent on plundering the environment for fun and profit. Tear up the earth gathering raw materials, turn them into products while polluting the surrounds, and sell the products for millions – all the while funnelling money into your swiss bank account. 18x18" board, 32 nature square overlays, 48 products, 96 raw materials, 16 pollution markers, 32 workers, 40 red tape cards, etc! $99.00

PP Ebola Monkey Hunt */#
For 3 – 6 players. Similar presentation to *Cheapass Games*. The scent of bananas and death lingers in the air. You step past the remains of a fellow researcher. A large disease-ridden monkey comes barreling towards you, followed closely by one of your colleagues. Which one do you shoot? You need pawns, dice, counters. $12.00
Power Monkeys Expansion Includes 12 new monkeys with heinously powerful abilities and 18 new option cards. $7.00

KEN Elemental */#
For 2 – 4 players. You and your opponents represent one of the four basic elements: earth, water, air, or fire. Blast your opponents' pieces with fireballs and volcanos, or convert them with winds of change, annihilate them with a tidal wave or erosion, or build impenetrable mountains. 11"x11" board, double sided color counters. $20.00

RGG Edison & Co. */#
The age of innovative inventions is here. Researchers of Edison Co. are trying to design the vehicle for the future, and four prototypes have been made. These are now to be tested in a race that tests not which vehicle is the fastest, but which inventor is the cleverest. With gameboard, 4 metal prototype vehicles, 72 cards, chips, etc. $85.00

MAY Express – the Railroad Card Game */#
Easy to learn but the action can go on all night. The game cards are color coded so the whole family will want to get in on the action. Score points by putting together your own train line. Surprises are part of the action. 2 – 6 players. $20.00

RGG Ever Green */#
Like the trees that are ever green, some concert artists are ever popular with audiences. As concert organizers, the players use their influence cards to obligate artists to appear at their concerts. The amount an organiser earns for a concert will depend on how many artists perform and the popularity of those that do. With 78 influence cards, 6 popularity disks. $65.00

EG Formula De */#
An impressive game of Formula One racing. Speed, tactics, risk taking and a dash of luck make the high-octane cocktail needed to win the game. The principle of the game is to dice for each gear. You need to save your engine and tyres, conserve enough fuel to finish, and use breaking to take corners. With beautiful double-sided 100cm x 70cm mounted gameboard, 7 special dice (6 for gear changing), 10 race cards, 10 stick shifts, 10 dashboards, race pads, basic & advanced rules. 2 = 10 players. Race tracks included are Monaco and Zandvoort. $80.00
The following expansion race tracks are available, all double sided, mounted gameboards:

FD1 Circuits 3 & 4 Zandvoort no. 2 Nederland & Belgique	$40.00
FD2 Circuits 5 & 6 San Marino & Kyalami Circuit South Africa	$40.00
FD3 Circuits 7 & 8 Nevers Magny-Cours France & Italia	$40.00
FD4 Circuits 9 & 10 Interlagos Brasil & Estorial Portugal	$40.00
FD5 Circuits 11 & 12 Silverstone England and Watkins Glen New York	$40.00
FD6 Circuits 13 & 14 Montreal Canada & Long Beach California	$40.00
FD7 Circuits 15 & 16 Zeltweg Austria & Hokenheim Germany	$40.00
FD8 Circuits 17 & 18 Barcelona Espana, Buenos-Aires Argentina	$40.00
FD9 Circuits 19 & 20 Suzuka Japan & Melbourne Australia	$40.00
FD10 Circuits 20 & 21 Hungary Budapest & Nurburgring Germany	$40.00

FLO Floppy Board
A very large, floppy, washable, chess and checkers board. $35.00

RGG Fossil */#
A cute game for ages 10 and up and 2 to 6 players. With excellent quality components. The game includes 9 fossils, which each have 9 parts. Players collect these fossil parts and gain fame according to how many parts they can collect, with the greatest points going to whoever can complete the fossil. With 81 large fossil counters (parts), other counters, small wooden blocks, mounted mapboard. $65.00

FFT Golfmania */#
The game of crazy golf! A zany, hilarious golf-game. Use a combination of cards and dice to try to win as many golf-holes as possible. Use terrain and hazard cards to interfere with your opponents' game, make use of crazy equipment, and play the most looney cards to help your own drive and green rolls. Two decks of cards. $22.50

RGG IDO */#
In this game, everything moves. Paths, that you carefully planned can disappear when your opponent shifts the frame. Your blocks can even be shifted off the game board! This is especially annoying as your move is based on the number of blocks you have on the field. With 24 colored blocks, mounted board, plastic frame. $104.95

RGG Kahuna */#
For two players. Two priests, both followers of Kahuna magic, compete to determine who is the stronger. For the competition, they have chosen an uninhabited archipelago with twelve small islands. They have agreed to use their magical powers to build bridges linking the islands. Each link forged brings a priest closer to control of islands bridged by the magic. When control of an island is secured, opposing bridges are destroyed. With 24 island cards, 20 kahuna stones, 50 bridges. $44.95

RGG Katzenjammer Blues */#
A card game for 2 – 6 players. Be the coolest cat wit the most mice by bidding on and booking the hottest blues bands at your club. When they aren't available, you can fill with joker musicians who can cost you mice. 90 cards, 24 mice chips, rules. $22.00

RGG Klunker */#
A card game for 3 – 5 players. Jewels are pretty and valuable. The players are buyers and sellers of these beautiful items. On your turn you put new jewels in your shop window for all to see. You also buy from other shop windows when the right items are there. With 105 cards (94 jewels of 7 types, 5 shop windows,etc.) $22.00

RGG Landlord */#
A card game for 2 – 6 players. Build apartment houes, rent them to tenants, and collect the rent. Build roofs, cellars, renovate, move wealthy tenants to your apartments and put the deadbeats in your opponent's apartments. 100 cards. $21.95

JOL Last Man Standing */#
A game for up to 8 players. It is a game of futuristic gladiatorial combat where only one person can survive and be champion. Players take on the roles of up to 8 different gladiators, each with special powers. There is no set turn order, so players never know when it will be their turn. With geomorphic floor tiles of an indoor arena, heaps of cards, character cards & pieces, tokens. $60

RGG Lost Cities */#
There are many lost cities to find, in the Himalayas, the Brazilian rain forest, the desert, ancient volcanoes. You must choose which expeditions to begin and which to leave to others. You may have the opportunity to increase your investment in the search, increasing rewards for success, but risking more if you fail. With gameboard and 60 oversized cards of lost cities and events. $44.95

RGG Mamma Mia! */#
A 2 – 5 player card game. As pizza makers, the players put ingredients on the table. From time to time, a player may place an order on the table, thinking the needed ingredients are available. If they are, the pizza is made! 106 cards. $19.95

RGG Medici */#
A 2 – 6 player game of European trading in the late middle ages. The market is open and the buyers are there to bid on the goods put on the auction block. After a buyer selects the lots for auction, the players bid, just once each, and the goods are loaded on the ships for foreign markets. When the market closes, the ships set sail and the purchases are scored. Bid low for high quality goods and win the game. With game board, 35 cards, 6 ship mats, 36 player counters. $64.95

RGG Medieval Merchant **/#
A 2 – 6 player game that relies almost solely upon tactics and strategy. Toward the end of the Middle Ages, the rise of rich merchant families helped open the cities of Europe to trade and commerce. Beginning with their homes in small villages, players use their income to increase their wealth or to increase their presence in the cities where they have branches. Players then can use their wealth to further develop their trading empire into new cities and regions. The player who has developed the largest trade empire and earned the most money in the process wins. With lovely period mounted mapboard, 270 wooden branch markers, 25 city markers, etc. $85.00

WG Mine */#
Mining engineers, geological surveyors and venture capitalists react to the volatile precious metals market by searching for new ore reserves, reducing their working costs and taking out the mother load.2nd rate components in ziplock bag. $30.00

RGG Mississippi Queen */#
This is a stunning game of racing paddle-boats up the Mississippi. Set in New Orleans, 1871. Once a year, paddle-boat captains raced their ships on the unpredictable Mississippi to determine which ship would hold the title of Mississippi Queen. During the race, you decide how much steam to make, how to manage your limited coal supply, and where to pick up passangers. With 12 river tiles which can be arranged differently each game, 5 plastic paddle-boats, 16 passengers, dice and rules. For 3 – 5 players, ages 10 and up. Looks really cute! $85.00
MISSISSIPPI QUEEN The Black Rose This expansion includes six new river tiles with new challenges such as sandbars, 2 paddle-wheelers, rules. $42.50

RGG Money */#
For 3 – 5 players. Money rules the world! It matters little whether you collect the euro or the dollar as long as the exchange is in your favor. And the more you exchange, the more you can make – if you plan carefully and keep your wits. 74 cards. $21.95

EGD Montgolfiere 2nd Ed */#
A hot-air balloon race from the ground to the moon. But good sportsmanship is not required! Use grappling hooks to pull down opponents above you, and sleeping gas to keep others below you. Even use secret weapons, but beware of storms. With mounted mapboard, balloon tokens, 6 sets of 24 special cards. $50.00

EGD Mystery on the Nile */#
For 2 – 6 players, ages 10 and up. It is the 1920s, and several guests are taking a cruise on the Nile. But the necklace of Lokita Posperita has been stolen, and the other players have to track down the thief. As players search for clues, they can leave red herrings to mislead the other players. With gameboard, 109 game cards representing clues, suspects and locations, 1 wooden steamer, rules, travel guide. $50.00

TBT PALENQUE */#
It is 1925 and you are about to enter an ancient city of splendor - hidden Maja ruins. But beware as you explore the ruins that danger is ever present. With mounted 29"x29" mapboard, 4 stone-like playing pieces of explorers, 4 expedition records with bibliographies, 88 cards for finding treasure etc, etc. $120.00

MGC Pirateer */#
Vast treasure, fast ships and cutthroat rivals await you on the seas of this fast-paced game where fortunes turn on pirate skullduggery and a roll of the dice. Easy to learn yet challenging for all ages, with an award winning mix of luck, skill and treachery. Mounted gameboard, ship markers, treasure coin. **$40.00** The Deluxe Version of the Game features a stunning felt map as the gameboard, in a metal tin. **Deluxe - $55.00**
The Boot Chronicle Full of handy tips for Pirateer players and original songs for musical swashbucklers. Also short stories, etc. $9.00

RGG Ricochet Robot */#
Four robots move around a warehouse floor, attempting to reach one of seventeen targets, but they have not brakes or steering, not to mention that the computer which used to control them no longer functions. So from 2 to any number of players take turns trying to ricochet one of the four robots off a wall and onto the target square. With 4 robots, 4 double sided gameboards, 21 chips. (This is not in the league of *Robo Ralley.* $54.95

RGG Samarkand */#
Samarkand is a fast paced trading game set in the exotic East. Sparkling jewels and valuable carpets promise large gains, but copper goods and grain can also earn important profits. All merchants know where they can trade with Nomads and what goods they have available for those who are willing to offer gifts for their hospitality. They also know where to buy the wares they want for the best prices. Finally, these merhants know which bazaars in cities such as Samarkand offer the best prices for the goods they have to sell. Use desert paths to travel amongst the nomads, oases, and cities. With 102 commodity cards, price table cards, game board, etc. $64.95

RGG Siesta */#
The sun shines over roofs to create shadows. In this game, players use these natural and man-made elements to score points for long strings of roofs. It is simple and fun to play. 2 – 4 players, wooden board, and 160 wooden pieces. $84.95

MAY Silverton Railroad Game **/#
A game of railroading, mining and commodity market manipulation set in the historic mining areas of Colorado, New Mexico and Utah. Operate your empire of mines and railroads to position your gold, silver and other commodities in the right market at the right time to maximize profits. *Due January.* $90.00

QED Stash */#
Comes in a large carboard tube, and inside you'll find: corrupt cops, rock concerts, singles bars, false bottom suitcases, loan sharks, psycho wards, funny money, and enough "drugs" to keep the CIA in business for years! (Though any resemblance to actual drugs or intelligence agencies is purely accidental.) Includes large game board, play money, heaps of cards, dice, playing pieces, etc. $37.00

AH Stock Market Guru **/#
Buy and sell stocks and bonds. Decide when it's time to buy, sell, or hold onto what you have. Determine whether it's best to buy stocks, bonds, or that mutual fund. Pay broker's commissions. Watch how business cycles and interest rates affect your investments. Find out if you prefer high risk, high-paying investments or, if you are more conservative, learn the consequences of your decisions. $60.00

ARC The Three Stooges Card Game */#
This Three Stooges card game comes with 55 cards and rules. Three players can slug it out the old fashioned way, just like the Three Stooges did. Each card has a B&W photo of one or more of the Stooges, clobbering or whacking one of the others. The player who suffered the least damage wins. $16.00

RGG Tayu */#
In order to avert a flood, players strive to drain water from their lands by skillful placement of stones representing water channels. The winner is the player who creates the most effective network of channels connecting the flood in the middle of the board to estuaries on two coasts, thus draining more water from their farm-lands than the other players. 2 – 4 players, 112 water stones, rules, mounted mapboard. $129.95

RGG Tikal */#
A stunningly beautiful game. Each player is the director of an expedition intent on exploring Tikal in search of the secret paths that lead to the temples and precious treasures that have remained hidden in South America's forests for over 1,000 years. You receive points for recovering treasure and discovering temples. With lovely forested mapboard, 36 terrain hexagons, 24 treasure pieces, 48 square temple tiles, 4 expedition leaders, 72 expedition workers, 8 camps, etc. $94.95

RGG Torres */#
A strategy game of castle building and knights (in medieval Spain?) Make efficient use of scarce action poin ts to build castles, and then move your knights to the highest castles. And if you choose to guard the king, he will be grateful, but you still must build the highest castles to win. With mounted mapboard, 92 plastic castle blocks, 24 knights, 4 scoring markers, 1 king, 55 cards in four types. $84.95

PP Trailer Park Gods */#
For 3 – 6 players. Similar presentation to *Cheapass Games*. How low the gods have fallen, including you. Now you want to re-ascend back to mightyness. Vanquish all who oppose you, steal their followers, uplift your own people. Needs coins. $12.00

RGG Trick 'r Treat */#
It is Halloween; it is the time for children to go out in costume to 'trick or treat'. When they return with their loot, they devise a game to divide their candy. Players find matches in the dice for their cards to pass them to the other players. The more cards you get rid of, the more candy you get. 8 dice, 60 cards, timer. $19.95

PP Udder Madness */#
For 2 – 4 players. Similar presentation to *Cheapass Games*. A deviation on the game *Tip the Cows*. Here you place the provided color counters of cows on a game board,

and try to push the rows of cows in order to 'tip' them over. Complete game. $8.00

RGG Union Pacific */#
Another beautiful game from Rio Grande Games. Become a successful railway baron. Invest in shares of American railway companies and build the railway system the way you want it: the way that gives you the most profit. Has 131 little plastic trains, lovely mounted mapboard, 150 bank notes, 118 share cards, etc. $84.95

TIM Wadjet */#
A stunning game that must weight at least 2kg! The year is 1923. You are one of four famous rival archaeologists who have come to cairo, Egypt, to begin a race against time, nature, and each other in search for the stolen treasure of the pharaoh. But within the ancient tombs, the goddes Wadjet awaits your intrusion and will face you with danger. With 4 resin playing pieces, a 29"x29" mounted mapboard, seven decks of cards, 25 beautiful treasure cards, illustrated glossary depicting 100 ancient Egyptian signs, symbols and treasures, play money, etc. $110.00

Winsome Games Train Games

Colorado Rails Narrow and standard gauge railroads vie for dominance in remote western Colorado in 1873 – 1888, using court-ordered injunctions, rate wars, capital investment, locating engineers. 2 – 6 players, no bookkeeping. With laminated map, crayons, chips, dice. 2nd rate components in tube. $40.00

Lancashire Railways The Birth of Commercial railroading, for 3 – 6 players, with laminated map, deck of cards, crayons. 2nd rate components in tube. $40.00

Trainsport: Austria Competing national railroads endeavor to serve Austria while providing bridge route service to Germany, Switzerland, Italy, Czechoslovakia, Hungary, etc. 2nd rate components in tube. Map, cards, crayons. $40.00

Trainsport: Switzerland Competing national railroads endeavor to serve Switzerland while providing bridge route service to Germany, Austria, Italy and France. 2nd rate components in tube. Map, cards, crayons. $40.00

Cheapass Games

These little games, packaged in envelopes, are amongst the top selling games in the USA. The packaging sucks, but the games are brilliant, and the cheap packaging and cheap components means a cheap price! These games consistantly top the US games charts for sales and popularity.

CG **Before I Kill You, Mister Bond…** */#
Imagine, just once, luring the master spy into your evil lair and putting a bullet in his head. Imagine avoiding the temptation to tell him your secret plans, taunt him with your devious perversions, and challenge him to a final game of chess. Imagine killing that spy before he gets the chance to escape, and blow up your lair on the way out. Yeah, right. This is a simple little card game of cat and mouse. And of shooting spies in the head. You can always choose to shoot a spy when he enters your lair, but get only a few points. If you taunt and retaunt a captured spy, your points keep doubling. But if he escapes, you get no points. 2 - 6 players, 15 minutes per game. 54 Cards and rules. $12.00

CG **Ben Hvrt** */#
What do a foul-mouthed chariot driver, a well-aimed cat, and a basket of nails have in common. You'd gladly use any of them to win a chariot race. But then, that pretty much describes everything. You're a feisty Roman aristocrat who spends every Saturday night outfitting your chariot and then placing bets on the silly sod you get to drive the thing in the races. For 4 - 8 players, 2 hour games, and you need a playing piece and D6 for each player. $11.00

CG **Bitin' Off Hedz** */#
Prehistory. Hot, primordial, dull. You and your dinosaur buddies have been dominating the Earth for longer than you can remember. Then again, with brains the size of walnuts, you've also been *standing there* for longer than you can remember. Nevertheless, you're positive that it's been ten million years since anything interesting has happened. So it's time for a suicide race across Skull Island. The winner is the first to hurl himself into the big volcano; the losers are everyone who got their head bitten off along the way. Has card map of the island plus rules. You also need a pawn or plastic dinosaur for each player, and stones (or coins or candy). 3 - 10 players, 1 hour. $9.50

CG **Brawl** */#
A new full-color card game of street fighting. There are six different decks, as outlined below. It is a 'real-time' card game playing without turns. For two or more players, each player needs one deck. 35 cards per deck + rules. Great fun to play:

Hale He is the strongest fighter but with the simplest attacks/defenses.	$13.00
Morgan She is tiny, sleek and devastating. She needs to be fast to win.	$13.00
Pearl She is a complex fighter who's deck uses a bit of everything	$13.00
Chris She is a level headed fighter with a very balanced deck.	$13.00
Darwin He is versatile and has a deck filled with tricks, presses and blocks.	$13.00
Bennet His complicated deck requires a lot of thought. Lots of bases & clears.	$13.00

CG **Button Men** */#
Each 'pack' allows two to play. Each pack contains two 'buttons', which are 57mm badges with a full color picture of a fighter, which includes its 'attack dice stats'. For each fighter, you need 3 – 5 dice, as dictated by the button. Each player throws those dice, and try to combine results to exactly match a dice result thrown by the opponent, which allows them to capture that dice. There are six different packs, each with two different fighters. Need a number of various dice types. Types are: Axis/Hammer, Bauer/Stark, Clare/Kith, Karl/Iago, Niles/Shore, Hannah/Kublai. $9.50 per pack

CG **Cheapass Games Money** */#
A huge wad of play money, from $1.00 up to $1,000.00 bills. $11.00

CG **Deadwood** */#
For 3 – 8 players. You're a worthless bit actor on the world's worst motion picture backlot, Deadwood Studios USA. And you've got four days to make more money than every other loser in the place. Needs lots of D6 and play money. $10.00

CG **Devil Bunny Needs Ham** */#
For 2 – 5 players. Each player tries to scale the sheer face of a hi-rise building. But the Devil Bunny keeps jumping on the highest climber, knocking them down to the ground, where they die, or onto another climber's head, who promptly catches them. The first to the top wins. $5.00

CG **Escape from Elba** */#
3 – 6 players. You (and everybody else) is Napoleon, and you are back at Elba, but escaping won't be so easy this time. A clever little board game about collecting letters, spelling words and sneaking out of exile. 64 cards, 8 board sections, needs around 14 D6. Multiple escape attempts are possible! $11.00

CG **Falling** */#
A crazy card game for 4 – 8 players. Everyone is falling (to their deaths) and the object of the game is to hit the ground last. It's not much of a goal, but it's all you can think of on your way down (to splat on the ground.) 54 cards, rules. $20.00

CG **Fight City** */#
For 2 or more players. One city, three families, ten thousand battles. This is an intense strategic card game about the struggle for money and power in a modern anarchy called Fight City. Each player needs one deck, each of which contains all the fighters, locations, and weapons each player needs. Each player needs ten counters.

Deck A: Power $13.00 **Deck B: Fear** $13.00

CG **Give Me the Brain!** */#
Work sucks. Long hours, scratchy clothes, and only one Brain to pass around. The characters: Zombies. The place: Friedey's the fast food restaurant of the damned. You would think, with a job like this, that you could get along pretty well without a brain. Which is usually true. But today you must count the meat. Make change. Remember what lettuce is. And maybe even get the pickles to stop staring at you. Better get your hands on the Brain. For 3 - 8 players, 15 minutes games, you need a D6. $12.00

CG **Lord of the Fries** */#
Sequel to the above. This time you and your rotten zombie friends are struggling to convert handfuls of random food into tasy combo meals and sides. Whoever serves up the most grub will become the Lord of the Fries. Whatever that means. This is a completely separate game - you need no brain to play! 3 - 8 players, 45 minute games, you need a D6. $13.00

CG **Get Out** */#
Something's wrong. It's a rainy day in spring. You're jobless and listless. And you live in your parents' basement. So, what's wrong? Your friends have decided to try and get jobs. Get lives. Move out of their parents' basements. And you are stupid enough to race them. For 2 – 8 players, you need 2D6, pawns for each player, 20 counters per player. $11.00

CG **Huzzah!** */#
You have been performing this play at King James' Fair every year in summertime. The pay's horrible, the costumes are stuffy, and the King's director is a fastidious twit. This year he is more fussy than ever, and only the best act can return next year, and you want to be that act! For 3 – 8 players, you need pawns for each player, 3D6 & one master pawn. $13.00

CG **Kill Doctor Lucky** */#
Why do all the mystery games start just after all the fun is over? Welcome to the sprawling J.Robert Mansion, a sprawling country estate full of unusual weapons, good hiding places, and craven killers. Killers like you. The object of the game? To kill Doctor Lucky. Find a weapon, track the old man down, and take him out. The obstacles? For one thing, all of your friends would rather do it first. For another, Dr Lucky is aptly named. You would think that after being stabbed, hung, poisoned and poked in the eye, the old Doctor would just lie down and die. But he's got more lives than Rasputin, and an uncanny knack for dodging your best traps. Stick to it. Persevere. His luck will run out eventually. Before the night is over, someone is going to kill Dr Lucky. Wouldn't you rather it was you? Includes 4 decks of cards, card map of the mansion, 4 pages of rules. 2 - 8 players, games take 1 hour. You need a pawn or playing piece for each player, plus one master pawn for Dr Lucky. $14.00

Craigdarroch A whole new place in which to play *Kill Doctor Lucky*. This is Craigdarroch Castle. $7.00

CG **Parts Unknown** */#
For 4 – 10 players. A wacky scientist craze results in them trying to bring people back from the grave. But they need spare body parts, and your spare parts shop is digging up and selling these bits and pieces of dead people. But can you meet supply & demand? Need two pawns counters, 1D6 and play (or real) money. $14.00

CG **Renfield** */#
For 4 – 7 players. Stand alone sequel to Parts Unknown. It's a gambling card game about parts, tools, gravestones and bugs. Yummy, delicious bugs. Has 54 cards in three suits. You need play (or real) money to play. $13.00

CG **Safari Jack** */#
For 2 – 4 players. Time to explore the deepest wilderness of Africa with nothing but your wits, a sunhat, and a very large gun. And your colorful guide, Safari Jack. But Jack has already left the camp, and you have to find him. But in the meantime, crawl around the bush and try to shoot more exotic animals than the other players. Need pawns & counters for players. $12.00

CG **Spree!** */#
Springtime. Midnight. The Mall is beckoning. Destination: LeGrand Mall, the oldest and most poorly secured shopping mall in the world. You and your juvenile friends have decided to loot this place, in an all-night race with shopping carts, flashlights and guns. Of course, your definition of "friends" is pretty loose. Which explains the guns. Contains 4 page rules, card map of the Mall. To play, you also need: two pawns for each player, 2 D6, and two Poker Decks with Jokers. 3 - 8 players, 1 hour. $6.50

CG **Starbase Jeff** */#
For 2 – 4 players. Each player has a decks of geomorphic square cards, each with part of a space station. Players take turns adding pieces to a single space station, and must pay opponents if they place one of their cards adjacent to an opponent's card. There are 3 ways to make money, and the player who has earnt the most money by the end wins. Needs play money or chips. $13.00

CG **The Big Cheese** */#
Card game for 3 – 6 players. Rats! That's what you are. Big, hungry rats. You're all VPs at Rat Financial Inc, and you're all striving for a slice of the Big Cheese. The president is retiring next month, and whoever can score the most points with him gets to take his place, and his Big Cheese. Needs 10 stones per player, + dice. $6.50

CG **The Very Clever Pipe Game** */#
A bit like dominoes, except that this time you are joining pipes. Contains four different variants of the one game, each more complex than the previous. In the first game, just join together pipes the same shade, ie, light with light pipes, dark with dark pipes. In the second game, just join together the same colored background sections. In the third, both pipes and backgrounds must match together, etc. Lots of cards with pipes! Needs no accessories. $17.00

Science Fiction

BattleTech

FAS **BATTLETECH 4th Ed** **/####
By the 28th Century, mankind had spread civilization to hundreds of worlds, spanning hundreds of lightyears out from Earth. But then began the Succession Wars, horrible conflicts which destroyed technology and human life without precedent. By 3025 AD, war had reduced very much to attrition - great 10 meter tall war machines called BattleMechs ruled the battlefields, but once destroyed, were not easily replaced. Hence the Mechs on the field were mostly decades old, patched up time and time again, just to keep them in the field. The Mechs are true titans, unequalled by any prior technology, each bristling with enough weapons to destroy a modern day tank battalion, soaking up their punishment with sophisticated ferro-fibrous armor and titanium frames. BattleTech has now been released as a 4th Ed. This contains no new rules, merely different contents. This boxed set contains an Introduction to BattleTech book, 32pages of full color containing QuickStart Rules and universe background, two color map sheets, a 48 pages rulebook, a 32 page record sheet book, 144 full color tiny insignia stickers to stick on your mechs legs or counters, dice, and 48 full color stand-up mech counters, being two each of 24 types. $47.50

AeroTech 2 Combines material from BattleSpace and the original AeroTech, replacing both products with a completely revised aerospace combat game. Streamlined, fast-playing rules make it simple to play alongside BattleTech, supporting the game. *Due March '00.* $28.00

BattleTech Master Rules Replaces the *Compendium*. Combines material from BattleTech 4th Ed, CityTech, and other sources, to offer the most comprehensive set of rules ever published for BattleTech. Contains all the rules for Mechs, vehicles, and infantry, and optional and advanced rules, mech construction, etc. Features stunning full color sections. Also has a new, complete set of table-top miniatures rules. Also mech designs, scenario building rules, and the Battle Value System for balancing forces. $37.00

BattleSpace. The new system of aerospace combat in the 31st century, thrusts you straight into the heart of this vast arena, where jumpships, dropships and warships fight to carry their deadly mech cargoes into battle. Fully compatible with BattleTech. Includes rules, sourcebook with the history of naval warfare, statistics of ships currently in use in the Innersphere, two 22x34" maps, color counters, ship record sheets. $57.00

BattlePack: Fourth Succession War Even as Hanse Davion was marrying Melissa Steiner, thousands of BattleMechs stood poised to launch one of the largest military campaigns ever! This supplement requires only the BattleTech boxed set to play, and has a book of background info and ten scenarios; a great new woodland map, 8 record sheets, and 20 full color stand-up counters of mechs! $25.50

BattleTech Map Set #2 8 22"x18" maps: scattered woods, city ruins, desert hills, mountain lake, river valley, lake with woods, plus the Citytech & Battletech maps. $28.50

BattleTech Maps Set#3 Contains eight 18"x22" mapsheets depicting two each of: desert mountains, desert sinkholes, rolling hills, and city. $28.50

BattleTech Map Set #4 Contains eight more 18"x22" mapsheets, featuring two each of heavy forest, city streets, large lake, and a drainage basin. $28.50

BattleTech Map Set #5 Contains eight more 18"x22" mapsheets, featuring two each of a large mountain, deep canyon, open terrain, moonscape. $28.50

Day of Heroes A campaign pack giving scenarios to recreate the battles fought by Alex Carlyle in theye March Rebellion, as see in Blood of Heroes novel. This module also finishes off the novel BLood of Heroes, which ended without resolving the combat situation. $20.50

Explorer Corps Explore the uncharted reaches of space as a member of the Explorer Corps looking for the Clan homeworlds. Players encounter unimaginable dangers on strange worlds. Has info about space travel, rules for creating new worlds; and the history of the Explorer Corps. $25.50

First Somerset Strikers A sourcebook detailing the BattleTech animated series of 13 episodes which has already been a smash hit in the US. Every character, Mech, & vehicle of the show is detailed in this book. $30.00

First Strike A unique BattleTech game supplement created especially for players new to the game. It features thirteen scenarios that require only the basic game to play. Features battles from the Clan invasion. Includes new armored vehicles and new OmniMech configurations. $20.50

Maximum Tech: Revised Edition Take your games to the max with this expansion for BattleTech. New optional rules for players, more realism, more weapons. Detailed rules for salvage, repair and customizing mechs, rules for drones, minesweepers and bridgelayers, expanded artillery rules, veteran mechwarrior abilities, the Battle Value rating system for building balanced forces, an expanded terrain types table including jungles, magma, tundra, & sand, etc! $28.00

Operation: Stiletto At last! A BattleTech campaign that breaks the previous mold. Using an innovative track system, this campaign book lets you take your own unit through a massive campaign across the Shattered Sphere of 3061. $28.00

Northwind Highlanders BattleTech scenario pack re-creating the entire history of this elite mercenary unit, from its earliest engagements in 2366 to its conflicts with Clan Smoke Jaguar. With force rosters, prominent characters, new mechs, etc. $20.50

The Battle of Coventry A scenario pack that describes the savage conflict between Clan Jade Falcon and defending forces of the Inner Sphere on the planet Coventry. A detailed description of the hard fought battle, along with seventeen scenarios and special campaign rules. $20.50

The Clans: Warriors of Kerensky Describes in detail all the elements that forged the Clans into the ultimate warrior society, including their history, government, customs and homeworlds. Also their current status and holdings, maps of Clan space and homeworlds, insignias of the 20 original clans. $33.00

The Dragon Roars A BattleTech campaign that includes rules for *BattleForce 2*. The forces of the Draconis Combine and its allies clash with Clan Smoke Jaguar in a desperate struggle that will decide the fate of the Inner Sphere. Lists all the units involved in each attack wave, campaign rules, maps, etc. $20.50

The Shattered Sphere This book is the ultimate guide to the people and places of *BattleTech*, as seen through the eyes of characters who live there. Offering a brief, comprehensive history of the universe and an in-depth look at events from the Truce of Tukayyid through to early 3062. Has detailed maps showing the current state of the Innersphere and the Clans. $28.00

Twilight of the Clans This scenario pack picks up where *The Dragon Roars* left off, presenting 10 scenarios to recreate the fighting for the Clan homeworld of Huntress. Has a BattleForce 2 Campaign too. $22.00

The Fall of Terra Oh no! Those loonies from Comstar who set up in House Marik territory and called themselves Word of Blake, take advantage of everyone else's attention being on the Clan-Innersphere conflict, and launch a multi-front blitzkrieg offensive on the Earth - going head to head with the Com Guard garrison. This book reveals who wins this deadly battle. $20.00

The Periphery Beyond the Inner Sphere lies the vast region of space known as the Periphery. Pirates raid the spaceways as countless kingdoms struggle to maintain their independence. Alone, these kingdoms have little effect on Inner Sphere politics, but together, they are a crucial element in the balance of power. Covers armies, people, worlds. etc. $30.00

BattleTech Field Manuals

Field Manual: Capellan Confederation Now is the time of Xin Sheng – rebirth. Get an indepth look at the rising power of House Liao, as well as info on the St. Ives Compact. *Due February.* $40.00

Field Manual: ComStar Describes the military doctrine, traditions, tactics and battle histories of ComStar's military division, the Com Guards, including new mechs and equipment of both the Com Guards and Word of Blake splinter group. Also provides complete info on Free Rasalhague Republic, including the Eridani Light Horse, Royal Black Watch, and Clan Nova Cat. $37.00

Field Manual: Crusader Clans Describes the seven most aggressive Clans: Blood Spirit, Fire Mandrill, Hell's Horses, Ice Hellion, Jade Falcon, Star Ader and Wolf. This sourcebook decribes the tactics, uniforms, and battle histories of each Clan, plus special rules that reflect the unique capabilities of each Galaxy, new weapons, equipment, and mechs. $37.00

Field Manual: Draconis Combine Contains extensive info about all aspects of House Kurita's military. Every BattleMech Regiment of the DCMs is described in detail, including their history, officers, and tactics. Special rules reflecting the unique abilities of each regiment are included as an optional expansion to BattleTech games. Also features new weapons, equipment, and Battlemechs. $34

Field Manual: Federated Suns Covers the forces of this vast realm on the brink of civil war. *Due April.* $40.00

Field Manual: Free Worlds League An extensive survey of House Marik, the new industrial giant of the Inner Sphere. The manual contains a full military history of this turbulent realm, from the Succession Wars to the Andurien Civil War and beyond. Includes Marik's two new BattleArmor types, one being a stealth suit almost impossible to hit at medium to long ranges; also special rules that reflect the unique capabilities of each regiment. Color renderings of uniforms, unique mechs, etc. $34.00

Field Manual: Mercenaries No war too small, no fee too high. An indepth look at mercenaries in the 31st century, from the inner workings of a mercenary unit to detailed profiles of more than forty prominent mercenary bands. This how-to manual includes the histories, officers and favorite tactics of select mercenary units, special rules that reflect the unique capabilities of each mercenary command, & rules for your own merc units. $38.00

Field Manual: Warden Clans Describes the noble Warden Clans, who have sworn to use their might to defend humanity against outside threats-including the crusader clans themselves! Clans Ghost Bear, Steel Viper, Diamond Shark, Snow Raven, Cloud Cobra, Goliath Scorpion and Coyote. Full color uniforms, tactics, military doctrines, battle histories, etc. Also special rules for the unique capabilities of each Galaxies, new weapons, equipment, exclusive Warden BattleMechs, etc. $40.00

BattleTech Technical Readouts and Record Sheets

Technical Readout 3025 Revised Printing Includes game statistics, technical backgound, and illustrations for 55 `Mechs, variants, and conventional vehicles, combat aircraft, etc. This revised priting also includes support vehicles, aerospace craft and rare Star League era mechs from Readout 2750, which is being dropped. $25.50

Technical Readout 3050 Revised The Clan OmniMechs, Omnifighters, Battlearmor, and all the standard Innersphere mechs now using the new technology. Also includes mechs and vehicles from the 2750 Tech Readout, as well as being re-formatted. 224 pages. $30.50

Technical Readout 3055 Illustrations (some in colour), descriptions & stats for Inner Sphere `Mechs, Clan OmniMechs & Omnifighters, 2nd-line `Mechs, and refits! $25.50

Technical Readout 3057 Dropships, Jumpships, Warships With Battlespace came a new age of space combat and technology. Both the Innersphere and Clans are rapidly building up their inventories in expectation of the renewel of war. All the latest dropship, warships, jumpships and aerospace fighters are covered here. Includes Battlespace rules clarifications & record sheets. $25.50

Technical Readout 3058 Tanks, mechs & more! Incredible discoveries of ancient, long buried Star League records have uncovered dozens of BattleMech and vehicle designs thought lost to antiquity. Re-tooled for the 31st century, these blueprintss have produced the latest and most effective weapons in the Inner Sphere's struggle against the Clans. Illustrations, descriptions and game stats of new Clan Mechs, and new Innersphere mechs and vehicles. $30.50

Technical Readout 3060 Armed with new Mechs and weapons, the Innersphere takes the fight to the Clans by striking at the Clan homeworlds. But the Clans alsohave new Mechs, new vehicles, and other surprises, including their new Ocelots! $37.00

3025/3026 Record Sheets The second in the series of all new books that provides pre-generated BattleTech Record Sheets for the BattleMechs and vehicles described in the Technical Readouts 3025 and 3026, including known variants and alternate configerations, with the game info on all weapons & equipment appearing on each sheet. $30.50

3050 Record Sheets Provides more than 250 filled out record sheets for Battlemechs, tanks, hovercraft & VTOLs from the BattleTech Technical Readout 3050. Includes variants and alternate configerations, with the game info on all weapons & equipment appearing on each sheet. $33.95

3055/3058 Record Sheets More than 250 filled out record sheets for the battlemechs, tanks, hovercraft and VTOLs described in BattleTech Technical Readouts 3055 & 3058, including variants and alternate configerations. As an added feature, the game information for the relevant weapons & equipment is printed on each record sheet! $30.50

3060 Record Sheets Pre-generated record sheets for all the mechs, tanks, and other new units found in Tech Readout 3060. Also new mech variants. $37.00

See MECHWARRIOR (in the Roleplaying section) for more BATTLETECH products & novels.

Babylon 5

Babylon 5 CGS Board Game 2259 Edition **/#
A complete game in itself, this advances the game one year into the 2nd season of Babylon 5, set in 2259. Contains new cards, new empire control sheets, with John Sheridan instead of Sinclair, transformed Delenn, etc.

With 50 playing cards, 7 dice, 96 counters, 21 map hex-pieces. $55.00

Other Games

6 Billion **/#

Produced right here in Melbourne. In this game you have control of one faction, population 1 billion, and your mission is to colonise our solar system, and do it better than the other factions. What is your hidden agenda? Along the way there is a natural increase in your population, recycle helps, as does power politics, but beware of death, famine, pestilence and war. $50.00

GAM BOMBERS OVER DA SULPHUR RIVER */#

A new boxed wargame by Games Workshop, set in the Warhammer 40,000 universe. You can take the part of the Ork Fighta-Bommer pilots, screaming down to smash the vital bridges. Or you can command the heroic Imperial defense, pouring a devastating stream of flak and laser fire at your attackers and directing the counter-attack of your brave but outnumbered Thunderbolt Interceptors. Has 6 metal miniatures, 3 piece game board, 18 counters, 8 dice. $20.00

SJG CAR WARS DELUXE **/#

A game of combat on the free-ways. Choose your vehicle - complete with weapons, armor, power plant, suspension, and body style. If you survive the road battles, your abilities will improve and you can accumulate money to buy bigger and better cars. Advanced rules let you design your own cars, cycles, three-wheelers, vans, trucks, 18-wheel trailer rigs, buses, boats, even helicopters! 144 page rulebook, the Car Wars Compendium, hundreds of full color counters, a giant 32" x 42" map of a town, plus two more maps. $50.00

FAS CRIMSON SKIES **/##

A simple, fast playing air-combat board game for two or more players, by FASA. This game is set in 1937, in an alternate twentieth century where the United States has factionalized into numerous small countries. Mammoth zeppelins haul cargo and passengers the length and breadth of the continent, preyed on by pirates and protected by privateers. Players pilot their own fighters, gunships or bombers in the service of national militias. Players may design planes to suit their fighting style. With 24 3D cardboard playing pieces, 3 x 22x34" stunning maps, four booklets, dice. $65.00

Behind the Crimson Veil An intimate look inside the lairs of 4 successful pirate gangs including the Black Swans, first look at the GM-1 Tempest and 5 other craft, construction secrets, new components to soup-up aircraft. $37.00

Crimson Skies Aircraft Manual Including both prototype designs and classics, each of the 26 featured aircraft offers statistics, diagrams, illustrations and descriptions of the development and use of the plane. *Due April.* $33.00

Tinseltown Expose Experience life on the US West Coast, focusing on Hollywood. Also a ten mission campaign. *Due April.* $40.00

Wings Over Manhattan Spotlights the Empire State. Focusing on Manhattan and the elite pilots of the militia and pirate squadrons, also with new aircraft, pilot profiles, rules for autogyros, and full color maps. $33.00

Spicy Air Tales Vol 1 Written by Michael A. Stackpole. "I woke up naked and handcuffed to a bed. My jailor had beautiful legs and face to match. Too bad I didn't remember her name, nor even mine for that matter!" $11.00

Spicy Air Tales Vol 2 A tale of betrayal and double dealing in Texas, during the great helium war, where nothing is certain except for beauty and death. $11.00

CRIMSON SKIES MINIATURES

RAL20100	Whittly & Douglas M210 Raven	$12.00
RAL20101	Curtis-Wright J2 Fury	$12.00
RAL20102	McDonnell S2B Kestrel	$14.00
RAL20103	Bell Valiant Mk II	$12.00
RAL20104	Ravencroft Coyote	$14.00
RAL20105	Grumman E-1C Avenger	$14.00
RAL20106	Curtis-Wright P2 Warhawk	$14.00
RAL20107	Fairchild F611 Brigand	$14.00
RAL20108	Huges P21-J Mk III Devastator	$12.00
RAL20109	Marquette PR-1 Defender	$12.00
RAL20110	Hughes Aviation Bloodhawk	$12.00
RAL20111	Hughes Lockheed Firebrand	$14.00
RAL20112	William and Colt Peacemaker 370	$14.00
RAL20113	Sanderson FB14 Vampire	$14.00
RAL20114	Misericorde	$14.00
RAL20115	Liberte Travel Air Autogyro	$14.00
RAL20116	Bird Dog Autogyro	$14.00
RAL20117	Metroliner v	$14.00

WG HOVER TANK */#

Death and destruction in the fight for the Caspian Sea region of Asia in 2022. Using plastic playing pieces, you must destroy the enemy airbase and control the region's largest city. Plastic pieces, 4 maps, chips, rules. 2nd rate components in tube. $50.00

SJG ILLUMINATI DELUXE */#

This new edition non-collectable card game has 106 full-color cards and a revised rulebook. Secret conspiracies are everywhere! The phone company is controlled by creatures from outer space, the Congressional Wives have taken over the Pentagon, etc. Two to six players compete to grab powerful groups and increase their wealth and power. No ploy is too devious. $70.00

Illuminati Y2K 110 more cards bringing the global conspiracies in synch with (or slightly ahead of…) the times. New specials, new groups, and two new Illuminati, Shangri-La and the Church of Sub Genius. $30.00

SJG INWO SUB GENIUS */#

This is a stand-alone game for 2 to 4 players. It is NOT a collectible card game. Every game has the same 100 cards. The rules are a slightly simplified version of *Illuminati, New World Order CCG*, All the cards in this game can, however be used with INWO CCG, and vice versa. The world is about to be destroyed, and you are the leader of a church faction, church of the Sub Genius. You complete against other factions for supremacy. $32.50

FFI MAG BLAST */#

A fast paced multi-player card game of intersteller war, set in the Twilight Imperium universe. Set the galaxy on fire with cards like: Minefield, Boarding, Catastrophic Damage, Direct Hit, Asteroids, etc. Take control of mighty combat spaceships and blow your opponents to smithereens. 110 cards, simple rules, 2 to 6 players. Average game takes 15 minutes. $35.00

PB Marvel Comics MONOPOLY Collector's Ed */#

The standard game of Monopoly except with everything having a Marvel Comics flavour. 8 pewter tokens of Marvel characters. $99.00

SJG OGRE/GEV **/#

The two board games re-released together in one boxed set. Features combat between massive robotic mobile fortresses called Ogres, and small units such as GEVs, infantry, artillery. 2000 will see many Ogre releases, including new miniatures, OGRE GURPS, etc. *Due March.* $30.00

AH PRINCESS RYAN'S STAR MARINES */####

A combination card and board game based on the adventures of a rag-tag company of Star Marines and their attempt to rescue on the far flung home world of the Dark Empire. Up to six playersFeatures two stunning mounted mapboards, each 16"x22", short 16 page rules, 32 site cards, 36 guard cards, 24 marien cards, 50 weapon cards, 60 dispatch cards. Artwork is great! $99.00

WIZ ROBO RALLY Revised Printing */#

A unique and highly amusing board game designed by Richard Garfield, the designer of *Magic the Gathering.* The bored robots with the intelligence of your average door knob, of an automated factory, world find amusement in racing each other through dangerous assembly lines. Includes 8 pewter robots, 6 mounted, interchangable mapboards, 84 program cards, 26 option carsd, rules & counters. $70.00

ARMED & DANGEROUS Contains six more stunning mounted mapboards, 26 option cards representing drones, missiles, self destruct, mines, teleporters, etc, & extra counters to enhance game play. $60.00

CRASH & BURN Two all new gameboard squares, including flamers to fry your poor little robots with, oil slicks to send the robots in all directions, and portals to let your robot jump to other places on the maps. $24.00

GRAND PRIX Contains three new double sided mapboards, with hazards including multilevel ledges, portals, ramps, repulsor fields, etc. More mad factory racing mayhem! $39.00

RADIOACTIVE Contains three new single sided mapboards, with new hazards such as radiation, radioactive waste, one-way walls, yukky lethal (to robots) radiactive drains. $35.00

SMG Rocket Flight **/##

Two to six players develop technology, explore worlds, and design and build rockets in the inner solar system. (Has a solitaire scenario too.) Establish profitable hydrogen refineries or space foundries on suitable asteroids. Military objectives include seizure of powersats. Three mapsheets, rocket design sheets, rules, 80 cards, 530 counters. Second rate components in ziplock bag. $33.00

BTRC SLAG */#

The space combat game you don't need to be a rocket scientist to play, or a defense budget to afford. Fast enough to play over lunch, with custom ship design and handicapping rules for different tech levels to provide endless variation and challenge. Includes many pre-designed ships of various tech levels and sizes, peel-off stickers for ships, and two space maps on the inside covers. $12.00

GAM SPACE HULK **/####

Perhaps the most popular Science Fiction boardgame of all time. Veteran Space Marine Terminators board Genestealer infested space hulks searching for ancient artifacts or seeking to destroy the hulk. There is a book with 48 missions. The Genestealer has unlimited resources, and usually ends up swamping the Marines. Can you succeed? With 10 plastic Terminators that are honestly better than the metal ones, 20 Genestealers, simple 32 page rulebook, 48 page mission book, 54 interlocking board sections, countes, 24 doors, banners & transfers, 7 dice. $75.00

ADB Star Fleet Battles Captain's Edition Basic Set ****/##

Extremely detailed starship combat based on the original Star Trek TV series. With 224 page Captain's Rulebook with introductory rules, 24"x20" map, 216 color counters, 64 page SSD book, various tables. $60.00

SFB Advanced Missions New rules for SFB including nimble ships, catastrophic damage, advanced drones, super computers, etc. $60.00

Captain's Log # 18 SFB has been taken over by ADB, and here is their first new product. Has 3 new stories, 16 new starships, scenarios, etc. $27.00

Captain's Log # 19 112 pages with a Kzinti history of the General War, 16 new ships including a new race, scenarios, F&E stuff, etc. $27.00

Captain's Module: Omega Sector Beyond the ISC and the Galactic Void lies the Omega Sector. With 11 new races, 46 new ships, 24 new weapons, five scenarios, SSD book, 432 counters. $45.00

MB STAR TREK MONOPOLY Collector's Ed */#

The standard game of Monopoly except with everything having a Star Trek: The Next Generation flavour. With stunning Star Trek artwork, it features Star Trek real-estate such as the Q replacing Mayfair, neutral zone taxes, 8 pewter tokens of the Star Trek characters. $120.00

MB STAR WARS MONOPOLY Classic Trilogy Ed */#

The standard game of Monopoly except with everything having a Star Wars flavour. With stunning Star Wars artwork, it features Star Wars real-estate such as the Imperial Palace replacing Mayfair, docking taxes, you buy Tie Fighters or the Millennium Falcon instead of Stations, 9 pewter tokens of the Star Wars characters including Vader, Leia, Luke, R2D2, etc, and instead of houses and hotels, there are X-Wings and Millennium Falcons, or Tie Fighters and Star Destroyers. $90.00

MB STAR WARS MONOPOLY Episode 1 Edition */#

The standard game of Monopoly except with everything having a Star Wars Episode 1 (Young Jedi) flavour. This collector's edition has a unique 3D gameboard, 8 miniatures, apartments and towers, Jedi Cards, etc. $150.00

Hasbro Star Wars Trivial Pursuit Collectors Edition

Thousands of trivial pursuit questions plus photos of the Star Wars galaxy. The numbered gameboard has Star Wars photos, an electronic R2D2 Randomizer determines how many spaces you move, there are 2,400 questions in categories characters, weapons & vehicles, history, droids & creatures & aliens, and Wild Card. 100 photo questions. $120.00

AH Starship Troopers */##

This excellent game is a faithful representation of the hit movie. You'll lead a squad of Starship Troopers against giant, fierce bugs on a barren and forbidding planet. The game board has randomly placed features so no two games are alike. With full color stand-up counters with photos of the troopers and bugs, and a stunning mounted mapboard. Rules are nice and simple, and games take around one hour. $60.00

SDS Starfire 3rd Edition **/##

Players lead great fleets through a future history in which a peaceful Terran Federation battles against more aggressive aliens. The system allows you to design your own ships that suit your own style of play. The swift-resolution D10-only system gives you the power to maneuver large fleets will still finishing games quickly. Includes scenarios and ships' stats. $28.00

Starfire 3rd Ed Starter Pack Includes the above rules, one large 4 part map, a scenario book The Stars at War, and 400 counters. $50.00

Alkelda Dawn Has a campaign star map, new countersheet, new tech and weapons, 32 pregenerated star systems, campaign rules, etc. $20.00

UGG The Ashes of Empire */#

A strategic card game for 1 – 8 players where players colonise up to eight planets, build and deploy fleets of spaceships, and then try to conquer neutral or other players' planets using fleets. Advanced rules add pirates, diplomacy and planet morale. You need at least 18 x D6 dice *per player.* $20.00

FFG Thunder's Edge */#

In the tradition of Twilight Imperium, this game has a moveable hexagon system that insures that no two games are alike. Tiles and counters are stunning. This is a multiplayer board game of futuristic tactical warfare and struggle for political control, as five factions fight over a wormhole just discovered near an outback mining planet. Our first few copies sold have a free copy of Golfmania in them.. 39 map tiles, over 100 cards, 288 counters, etc. $99.95

Thunder's Edge Expansion Set # 1 Adds new fleet cards, Gryphon and Siege units, five additional factions, 13 map pieces. $49.95

FFG Twilight Imperium */#

As soon as I learnt of this game I immediately hunted down the manufacturer and ordered a whole heap of 'em! This is a visually stunning and very playable *board*game of galactic colonization, conquest, and expansion, for 2 to 6 players. The gameboard is different every game, as it has 49 beautiful, 76mm-wide thick-card, geo-morphic hexes, that are arranged differently each game. These tiles include planets, twin-world systems, asteroid fields, supernovas, wormholes, & empty space. Players control one of six unique alien races and one homeworld, whereupon they spend production to build spaceships, planetary defenses and units, spacedocks, and develop technology. 76 action cards and 20 political cards add plenty of random events to the game, but often the player who best backstabs the others will win! The rules are a refreshingly short 16 pages, so concentrate on fast paced, action filled games. Ship types are fighters and carriers, cruisers, and dreadnoughts. Thoroughly recommended. $85.00

Twilight Armada More than 300 plastic miniatures of dreadnoughts, cruisers, carriers, fighters, PDS, ground forces, starbases, etc, in six colors, and also red and white counters, to represent ones and fives. $63.00

The Outer Rim Adds thirteen additional hex-systems to form a fifth galactic ring around Mecatol Rex, including two new home systems for two new races. Also has new counters for the two new races, and new Leader Counters and Shock Troopers for all ten races, with new rules. $48.00

Fantasy

FFG BattleMist */#

This is a fantasy version of *Twilight Imperium*. In the ever-changing domain of Mennara, trouble stirs. Control one of six powerful races, which are Dwarves, Elves, Knights, Orcs, Barbarians, Undead, and lead your realm into vast forests, plains and mountains in search of the key to ultimate power, the Stars of Timorran. Expand your realm, grow impressive cities, building mighty armies, wield terrible magic, and send heroes on quests. Featuring the hexplay adaptable gameboard, so every game is different. For 2 to 6 players. With 25 plastic markers, 2 colorful counter sheets, 45 quest cards, 84 action cards, hex map. $100.00

The Sails of War Contains a large 35" x 23" sea-map and a multitude of ship-counters for trade ships, warships and transport ships. Players must face turbulent waters and sea monsters as they brave the waters. Also new trade and initiative interfaces, and six record/reference sheets. $50.00

CKG Castle of Magic **/#

For 4 to 6 players. The Land is in chaos and a monster lurks in the Castle. You play one of 16 different wizards with unique personal goals. You must obtain the Item of Power that fulfills your quest. Do you seek to banish the monster or control it to your personal gain. The adventure unfolds as you cast spells to gain power and discover the ever changing secrets of the Castle. With game board, 16 wizard cards, 22 Secret Cards, 42 Move Cards, Crown, Amulet and Scepter pieces, etc. $55.00

COS Cosmic Wimpout */#

A fast paced game played with 5 special Cosmic Wimpout dice. Players try to roll scoring combinations and take points which will add up to a winning total. But many times a player is forced to keep rolling by several strange rules. You can also win or lose outright by just one roll. For any number of players. Available in three formats:

Cosmic Wimpout Tube	$10.00
Cosmic Wimpout Boxed	$18.00
Cosmic Wimpout Travel Edition With velvet bat	$34.00

ATL Cults Across America */#

The board game of the Cthulhu world. Pummel the President. Buy a tank. Sack Arkham. Shoot Nyarlathotep with a Cosmic Ray Gun. You'll command cultists, high priests, tanks, the national guard, the President, even Cthulhu himself. With challenging resource management, detailed combat choices, three scenarios, 112 game cards. 18x28" color board, 384 counters. $90.00

FFI Diskwars */#

An all-new type of game, a bit like a cross between miniatures' games and trading card games. It is a game of mighty battles, powerful magic, great heroes, and dangerous monsters. Quick to learn and easy to play. Players use Creature and Spell Disks to fight furious battles on any tabletop. You can customize your army. Each pack contains complete rules and one army of disks, which come in a multitude of sizes. The pack I opened had 41 disks and 27 counters. All double sided, full color. Availability is limited, and if the one you order is not available, we will supply another at random. The expansions have 125 new disks and new rules.

Farrenghast's Undead Army Set	$20.00
Frothan's Ghouls Undead Army Expansion (must have above to use)	$20.00
Orcs of the Broken Plain Army Set	$20.00
Lathari Elves (Wood Elves) Army Set	$20.00
Sons of Triamlavar Wood Elves Expansion (must have above to use)	$20.00
Knights of Falladir (Humans) Army Set	$20.00
The Groman Guard Knights Expansion (must have above to use)	$20.00
Uthuk Y'llan (Barbarians) Army Set	$20.00
Knives of Q'aro Fenn Barbarians Expansion (must have above to use)	$20.00
Dragonkin Army Set	$20.00
The Draco Wing Dragonkin Expansion (must have above to use)	$20.00
Acolytes of Timorran (Arabic Humans) Army Set	$20.00
Waiqar's Sundermen Acolytes Expansion (must have above to use)	$20.00
Dwarves of the Red Anvil Army Set	$20.00
Hammers of Urth Dwarves Expansion (must have above to use)	$20.00

STE KNIGHTMARE CHESS # 1 */#

An extremely popular excessory for the game of chess. This box contains 80 dark and beautiful cards, and simple rules. You must have a chess set to play. You play chess as normal, but every turn a player takes a card as well as moving a piece. The card may tell you to rotate the board 90 degress, for example. $30.00

STE KNIGHTMARE CHESS # 2 */#

Here are 80 more cards to wake up your chess game - 78 brand new cards. You don't need KC#1 to use this one. Complete rules are included to use these new cards. $30

JOL Knights of the Dinner Table: Orcs at the Gates */#

This board game is based on the Knights of the Dinner Table comic strips. Players take the roles of the comic's characters in their quest to loot, pillage, and wander the countryside trying to find valuable treasure and defending themselves from rampaging orcs. 2 – 5 players. With 4 double-sided full color maps, 146 cards, 38 tokens, colo character templates. $60.00

AH Monsters Ravage America */#

Things look hopeless! America is in turmoil. Cities are being crushed. Historic landmarks are getting pulverized. The armed forces are fighting back as 8 giant monsters ravage America. For 1 to 4 players, each of which controls one giant monster and one branch of the armed forces. 2 mounted 16"x22" boards, 23 plastic playing pieces, counters, 44 cards, etc. $90.00

Hasbro/AH STRATEGO LEGENDS *Due January* */#

Brand new Stratego game from Hasbro. Based loosely on the original game but with 204 different character pieces, including mighty wizards, dragons, skeletons, vampires, etc. The 24 various interchangeable board pieces and character pieces are collectable and tradable, and the contents of each box is a random mix. *Jan.* $65.00

STE TILE CHESS */#

A chess variant for up to players where the shape of the game changes with every move. The more players you conquer, the stronger you become. Has 96 tiles, which can be played on any small table. Requires chess pieces. $30.00

AH TITAN **/#

A ripsnorting fantasy slugfest for 2 to 6 players, each of whom becomes a Titan vying for domination. These Titans move about the abstract 16"x22" Masterboard trying to muster the largest legion of fantastic beasties. When opposing legions clash on the Masterboard play is transfered to one of eleven 8"x11" Battleland maps. With 621 large, attractive counters. $87.50

GAM TALISMAN 3rd Edition */#

It is a game played in a mythical world of dragons and sorcery. As a wizard, warrior, elf, dwarf, or one of seven other characters with special powers, each player must set off on a quest to find the Magic Talisman. The journey will be filled with danger - monsters, traps, and evil beings are awaiting to defeat your character. Mounted gameboard, 11 miniatures, 11 character cards, 129 adventure cards, 30 spell cards, 40 purchase cards, tower, talisman, toad cards, over 100 counters, 32 coins, etc. A good fun romp. $90.00

AH TITAN: The Arena */#

Like the bloodthirsty spectators of an ancient Roman coliseum, players wager on the outcome of bloody battle involving fantasy creatures. Each of the 2-5 players uses strategy and cunning, together with some good luck, to protect their wagers and to keep their monsters alive until the end of the game. With 110 cards of 8 major creatures, 88 creature strength cards, 11 minor creatures, 25 wagering chips, etc. Each creature has its own characteristics. $40.00

GAM WARHAMMER QUEST */#

This is the game of battle, magic and adventure in the danger ridden caverns of the Warhammer world. You take the part of heroic warrirors as they explore the caves and tunnels, vanquishing terrifying monsters and avoiding deadly traps intheir quest for treasure and glory. Includes rules, adventure book, 192 roleplay book, over 100 cards for dungeon, treasure, event, spell decks, etc; tons of counters, card floorplans including 10 plastic door ways, and the best - over 90 plastic Citadel miniatures, including: 6 orc warriors, 6 orc archers, 12 giant rats, 12 giant spiders, 6 night goblin archers, 6 night goblin spearmen, 12 giant bats, 12 snotlings, 3 minotaurs, 12 skaven, barbarian, wizard, elf, and dwarf. $119.00

Warhammer Quest Deathblow Your indespensible companion for Warhammer Quest. This limited edition first issue has 96 pages, which include using floor plans in towns instead of an event table, a new town location – the bank; a 'dead-good' adventure; rules for skinks, sauruses, kroxigor, and the other various Slann creatures; rules for adventuring in the lizardmen lands, 4 new warriors. $7.00

WARHAMMER QUEST MINIATURES

CIT992966 IMPERIAL NOBLE	$20.00
CIT00104 WARRIOR PRIEST	$20.00

HG WILD STRIKE! */#

A superhero arena combat game in a ziplock bag. Also has a simple set of roleplaying rules for *Champions: the New Millennium.* Has full color stand-up counters. $10.00

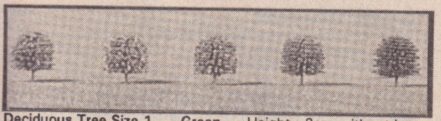
AH WIZARDS QUEST */#

One of the most popular fantasy board games ever designed. For two to six players, the mapboard portrays the island of Mamon, which has been divided into 36 territories and eight castles. Orcs are placed in one third of these places, and players in turn place their men in the remaining unoccupied spaces. With superb full color mapboard, one sheet of counters, 35 Petition Cards, two dice. $62.50

CHX WIZ-WAR */#

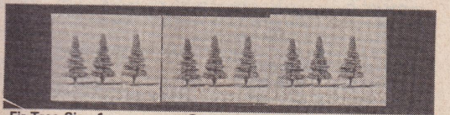
Cast spells and steal treasures. This is a beer and pretzels classic. The game has four individually designed dungeon floor playing boards, exciting spells to cast on opponents from 130 spell cards, free standing color wizard playing pieces, 2 sheets of counters. For 2 – 4 players. Win by stealing treasure from other players. $35.00

K&M MODEL TREES



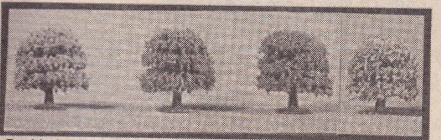
Deciduous Tree Size 1 - Green Height - 3cm without base
- Autumn Height - 3cm without base

$1.10 each unbased or $99.00 for a box of 100
(There are no suitable bases. Trees are suitable for 1/300th: Epic Warhammer 40,000, BattleTech, Micro, etc.)



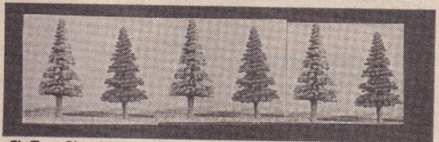
Fir Tree Size 1 - Green Height - 3cm without base

$1.10 each unbased or $99.00 for a box of 100
(There are no suitable bases. Trees are suitable for 1/300th: Epic Warhammer 40,000, BattleTech, Micro, etc.)



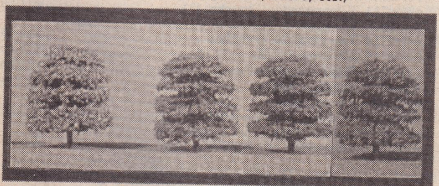
Deciduous Tree Size 1A - Green Height - 5cm without base
- Green Height - 6cm with base
- Autumn Height - 5cm without base
- Autumn Height - 6cm with base

$1.95 each unbased or $43.00 for a box of 25
$2.65 each based or $59.00 for a box of 25
(Trees are suitable for 15mm or 1/300th: DBM, Napoleonics, Epic Warhammer 40,000, BattleTech, Micro, etc.)



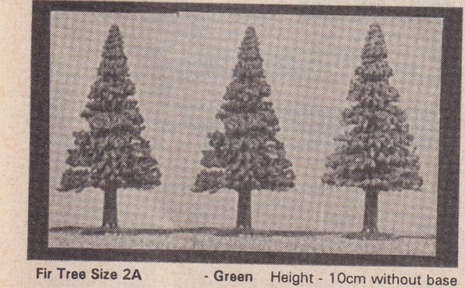
Fir Tree Size 1A - Green Height - 5.5cm without base
- Green Height - 6.5cm with base

$1.95 each unbased or $43.00 for a box of 25
$2.65 each based or $59.00 for a box of 25
(Trees are suitable for 15mm or 1/300th: DBM, Napoleonics, Epic Warhammer 40,000, BattleTech, Micro, etc.)



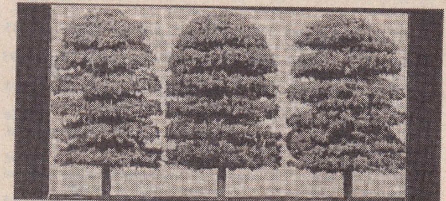
Deciduous Tree Size T70 - Green Height - 7cm without base
- Green Height - 9cm with base
- Autumn Height - 7cm without base
- Autumn Height - 9cm with base

$3.25 each unbased or $73.00 for a box of 25
$3.95 each based or $88.50 for a box of 25
(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, and all 15mm games such as DBM.)



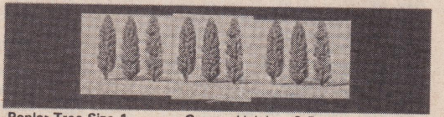
Fir Tree Size 2A - Green Height - 10cm without base
- Green Height - 12cm with base

$3.75 each unbased or $67.50 for a box of 20
$4.45 each based or $80.00 for a box of 20
(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, and all 15mm games such as DBM.)



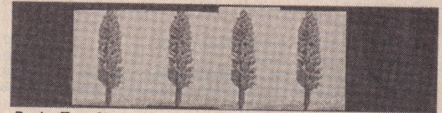
Deciduous Tree Size 3 - Green Height - 13cm without base
- Green Height - 15cm with base
- Autumn Height - 13cm without base
- Autumn Height - 15cm with base

$4.95 each unbased or $89.00 for a box of 20
$5.65 each based or $101.00 for a box of 20
(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, Warzone, and 1/72nd or 1/76th scale, eg Panzerfaust.)



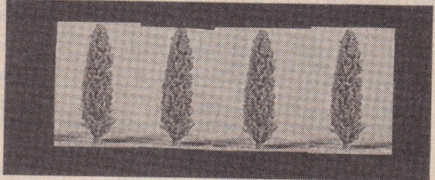
Poplar Tree Size 1 - Green Height - 3.5cm without base

$1.10 each unbased or $99.00 for a box of 100
(There are no suitable bases. Trees are suitable for 1/300th: Epic Warhammer 40,000, BattleTech, Micro, etc.)



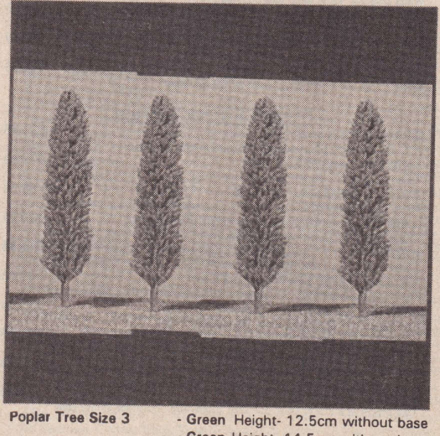
Poplar Tree Size 1A - Green Height - 5.5cm without base
- Green Height - 6.5cm with base

$1.95 each unbased or $43.00 for a box of 25
$2.65 each based or $59.00 for a box of 25
(Trees are suitable for 15mm or 1/300th: DBM, Napoleonics, Epic Warhammer 40,000, BattleTech, Micro, etc.)



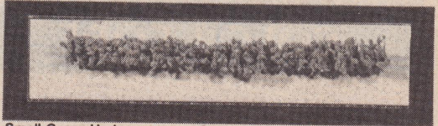
Poplar Tree Size 2 - Green Height - 6.5cm without base
- Green Height - 7.5cm with base

$2.50 each unbased or $56.00 for a box of 25
$3.20 each based or $72.00 for a box of 25
(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, and all 15mm games such as DBM.)



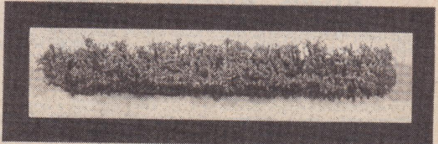
Poplar Tree Size 3 - Green Height- 12.5cm without base
- Green Height- 14.5cm with base

$4.95 each unbased or $89.00 for a box of 20
$5.65 each based or $101.00 for a box of 20
(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, Warzone, and 1/72nd or 1/76th scale, eg Panzerfaust.)



Small Green Hedge Size - 15.5cm long by 1.6cm high

$2.95 each or $53.00 for a box of 20
(Suitable for 15mm ancients, Napoleonic, fantasy etc, or as a small hedge for Warhammer Fantasy or 40K, WW2.)



Large Green Hedge Size - 18cm long by 2cm high

$4.75 each or $85.50 for a box of 20
(Suitable for all 25mm figure scales, eg, Warhammer Fantasy or 40K, World War Two, US Civil War, etc.)

K & M FLOCK

An excellent range of fine flock to put on the bases of your miniatures.

K&MSCATTER1	Grass Green Flock	$4.50
K&MSCATTER2	Grass Medium Green Flock	$4.50
K&MSCATTER3	Light Olive Green Flock (This color is the closest to Citadel Flock)	$4.50
K&MSCATTER4	Dark Olive Green Flock	$4.50
K&MSCATTER7	Dark Green Flock	$4.50
K&MSCATTER9	Dark Brown Flock	$4.50
K&MSCATTER10	Mushroom Brown Flock	$4.50
K&MSCATTER14	Golden Sand Flock	$4.50

K&M Trees, hedges, and Geo-hex hill

Scenery for Miniatures

COLOR CODE

🟥 New Item Now Available and in Stock

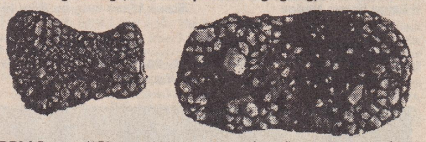
🟩 New Item Not Yet Released

Adventurous Spirit
Roads, Rivers, Terrain

Allow up to 2 weeks for delivery as these items are made to order.
High quality roads and rivers etc made of rubber urathane. Most items are cast in a light brown (or grey if cobblestones), so just need dry brushing with acrylic paints. I f you lightly buff with very fine sandpaper, the surface will be easier to paint.

DBM 15mm Terrain Features

DBM Enclosed Fields (2 different fields)	$15.00
DBM Rough Going (3 different patches rough going) *below*	$20.00



DBM Swamp (170mm x 100mm, peanut shaped)	$9.00
DBM Lake (250mm x 150mm, peanut shaped)	$18.00
DBM Terrain Set 1 (one each of above four packs)	$62.00

6mm Scale Road Sets

6mm Straight Dirt Road Set, 180cm long, 3cm wide	$20.00
6mm Curved Dirt Road Set, (7 curved pieces, 3cm wide)	$20.00
6mm Junction Dirt Road Set (2 x Xroad, 4 T, 2 Y, 3cm wide)	$20.00
6mm Sealed Surface Straight Road Set, 180cm x 3cm	$20.00
6mm Sealed Surface Curved Road Set, 12 curved pieces	$20.00
6mm Sealed Surface Junction Road Set, 2 X, 4 T, 2 Y	$20.00

15mm Scale Road Sets

15mm Straight Dirt Road Set, 120cm long, 5cm wide	$40.00
15mm Curved Dirt Road Set, 85cm long, 5cm Wide	$40.00
15mm Junction Dirt Road Set, X-Rd,2xT-Inter,Y-Junction	$40.00
15mm Big Dirt Road Set (Any 3 of the above sets)	$110.00
15mm Dirt Roads Starter Set: 2 Straight, 1 Curved, 1 Junction	$140.00
15mm Straight Cobblestone Road Set, 120cm x 5cm	$40.00
15mm Cobblestone Road Junctions (2 T, 2 Xroads, 5cm wide)	$40.00

25mm Scale Road Sets

25mm Straight Dirt Road Set, 180cm long, 7cm wide	$50.00
25mm Curved Dirt Road Set (6 curved pieces, 7cm wide)	$25.00
25mm Junction Dirt Road Set (2 x T, 1 x X, 1 x T, 2 x turn)	$25.00

River Sets

DBM River Straight Pack (4cm wide by 120cm long) Cast in brown. Has six mostly straightish pieces, including a natural ford crossing.	$40.00
DBM River Winding Pack (4cm wide by 80cm long) Cast in brown. Has eight pieces, all winding. Supplement to above pack.	$40.00
DBM River/Stream System (4cm wide by 300cm long) Cast in brown. Has eighteen pieces, includings road crossing, bridge crossing (needs a bridge), ford crossing, lots of straight and winding sections.	$110.00
DBM River/Stream System with Resin Bridge (as above + br)	$126.00
25mm Scale River Set, 200cm x 10-14cm wide (10 pieces)	$100.00

Shell Craters

Any Scale Crater Set (20 assorted craters, 12mm-30mm wide)	$6.00
Big Crater Set (10 assorted craters, 30mm-80mm wide)	$15.00

DBM 15mm Temporary Defense

AS71 15mm Resin Palisade with gate (8cm long)	$5.95
AS72 15mm Resin Palisade (8cm long)	$5.95
AS73 2 x 15mm Resin Palisades (4cm long)	$7.95
AS75 2 x 15mm Resin Palisade Corners	$6.95

Armorcast's Terraform

Armorcast are the company who brought us those magnificent resin ktis of Warhammer 40,000 titans and vehicles. We are not allowed to import those vehicles to Australia any more, but Armorcast have just released a magnificent rage of resin battlefield scenery for use with Warhammer 40,000, Warzone, Kryomek, and Legions of Death/Planetstorm. Check these out - they are fantastic!

Armorcast 28mm Scale Vehicles

ARM6011 Scorpion Tank with Gauss Cannon 7.5cm wide by 15cm long, this is a tracked tank in 40K scale.	$75.00
ARM6012 Hornet Self-Propelled Missile Launcher 7.5cm wide by 15cm long, this is a tracked tank in 40K scaie.	$75.00
ARM6013 Wasp Self-Propelled Howitzer 7.5cm wide by 15cm long, this is a tracked tank in 40K scale.	$75.00

Ruined Building Corners

ARM100 Brick Ruins Set Contains 11 pieces of ruined brick corners in the one boxed set.	$55.00
ARM101 Ruined Buildings Set Contains two complete ruined buildings. Contains around 8 of the below sets.	$125.00
ARM110 Ruined Building Corner with Single Door Stands 62mm high, with one single door, 4 windows, 75mm x 80mm	$13.50
ARM111 Ruined Building Long Corner with Double Door Stands 62mm high, with single door & double door, 3 windows, 40mm x 115mm	$13.50
ARM112 Low Ruined Building Corners (2) Two L shaped 40-50mm tall ruined building corners, one longer than the other.	$17.95
ARM113 Low Ruined Building Corners with shell holes(2) Similar to above, but pitted and scored with shell holes.	$17.95
ARM115 Two Stories Ruined Building Corner, Roller Door Stands 88mm high, with single door, roller door, 6 windows, 85mm x 55mm	$15.95
ARM116 Two Stories Ruined Building Long Corner Stands 88mm high, with single door, 8 windows, 47mm x 102mm	$15.95
ARM117 Two Story Corner with Floor Two story high corner of a building with windows at ground and first floor level, with a floor for the first floor. 9cm high, 11cm wide.	$21.50
ARM118 Three Story Corner with Two Floors Three story high corner of a building with windows at ground, first floor level, and second floor level, with a floor for first and second levels. 12.5cm high.	$35.95
ARM119 Four Story Corner with Three Floors Four story high corner of a building with windows at all floor levels, with a floor for first, second and third levels. 17.5cm high.	$35.95
ARM121 T Section of Ruined Building with Door A T section of ruined building with a door, about 6cm high.	$14.50
ARM122 Taller T Section of Ruined Building A much taller T section of ruined building without a door. About 9cm tall.	$14.50

Ruined Cathedral

ARM102 Ruined Cathedral Boxed Set Contains the complete Ruined Cathedral, 17.5cm wide, 28cm long. Fantastic!	$119.95
ARM123 Ruined Cathedral Straight Wall A stunning ruined cathedral wall, about 9cm high.	$26.95
ARM124 Ruined Cathedral Corner A stunning ruined cathedral corner section, about 9cm high.	$26.95
ARM125 Ruined Cathedral Ends	$16.50
ARM126 Cathedral Rubble I	$16.50
ARM127 Cathedral Rubble II	$12.95
ARM128 Ruined Cathedral Front Wall with Door	$27.95
ARM129 Ruined Cathedral End Wall with Windows	$27.95

Cathedral (Undamaged)

ARM800 Cathedral Boxed Set Contains the complete Cathedral, 17.5cm wide, 27cm long, 21cm high. Includes the roof which can be lifted off, stained glass windows. Looks fantastic.	$225.00
ARM880 Cathedral Straight Wall Section	$37.00
ARM881 Cathedral Corner	$37.00
ARM882 Cathedral Front Wall, Door, Rose Windows	$69.00
ARM883 Cathedral End Wall with Stained Glass Window	$69.00
ARM887 Ruined Gothic Walls (4) About 3cm high	$19.95

High-Tech Walls

ARM130 High Tech Walls Set 1 (2) Two walls about 6cm tall, one 15cm wide and one 10cm wide.	$15.95
ARM132 High Tech Walls Set 2 (2) Two walls about 6cm tall, 12.5cm wide. Great for Necromunda.	$15.95
ARM133 High Tech Walls Set 3 (2) Two walls about 6cm tall, 15cm & 10cm wide, covered with pipes, bolts, levers.	$15.95
ARM134 High Tech Walls Set 4 (2) Two walls about 6cm tall, each 12.5cm wide, covered with pipes, bolts, levers.	$15.95
ARM135 4" long 1" tall High Tech Walls (3) Three 4" long 1" tall, high tech walls.	$10.95
ARM136 6" long 1" tall High Tech Walls (3) Three 6" long, 1" tall high tech walls.	$13.50
ARM137 6" long 1" tall PipeWalls (3)	$18.50
ARM138 PipeWalls Accessories (3) End Piece, Junctions	$13.95

Stone Walls

ARM140 10cm x 2cm Small-Rock Walls (3) Walls 2cm tall, 10cm long, made of small rocks.	$10.95
ARM142 10cm x 2.5cm Quarry-Stone Walls (3) Walls 2.5cm tall, 10cm long, made of quarry stones.	$10.95
ARM146 10cm Straight Sandbag Walls (3) Walls 2.5cm tall, 10cm long, straight, made of sandbags.	$10.95
ARM148 10cm Curved Sandbag Walls (3) Walls 2.5cm tall, 10cm long, curved, made of sandbags.	$10.95
ARM160 15cm x 2cm Small-Rock Walls (3) Walls 2cm tall, 15cm long, made of small rocks.	$12.50
ARM162 15cm x 2.5cm Quarry-Stone Walls (3) Walls 2.5cm tall, 15cm long, made of quarry stones.	$12.50
ARM190 23cm x 2cm Small-Rock Walls (2) Walls 2cm tall, 23cm long, made of small rocks.	$12.50
ARM192 23cm x 2.5cm Quarry-Stone Walls (2) Walls 2.5cm tall, 23cm long, made of quarry stones.	$12.50

Science Fiction Terrain

ARM210 Piles of Rubble A 25mm high pile of bricks, and 25mm high pile of scrap.	$10.95
ARM218 Large Pile of Junk 7.5cm tall pile of vehicle parts and other junk.	$15.50
ARM220 Tri-Tank Fuel Cells Three round chemical storage tanks connected together, about 30mm high.	$9.50
ARM222 Cryo Generator & Small Power Unit 37mm high Cryo Generator and 25mm high Small Power Unit.	$10.95
ARM224 Cyro Tank, Fuel Processor, Oil Storage Tank 37mm high Cyro Tank, 30mm tall Fuel Proessor, 25mm tall Oil Storage Tank.	$10.95
ARM230 Large Tri-Tank Fuel Cells Three large round chemical storage tanks connected together, about 50mm high.	$15.95
ARM232 Large Cryo Generator One large Cryo Generator, about 60mm high.	$13.50
ARM234 Large Fuel Processor (1) One large Fuel Processor, about 40mm high.	$10.95
ARM236 Large Cryo Tanks (2) Two large spherical Cryo Tanks, about 60mm high.	$13.50
ARM240 Power Grid (2) Two pieces of a Power Grid, one abot 20mm high, the other 45mm high.	$11.95

Containers

ARM310 Small Wooden Crates (9 crates)	$10.95
ARM312 Medium Wooden Crates (6 crates)	$10.95
ARM314 Medium Vertical Wooden Crates (4 crates)	$10.95
ARM316 Medium Vertical Metal Crates (4 crates)	$10.95
ARM320 Large Wooden Crates (4 crates)	$13.50
ARM322 Large Metal Crates (4 crates)	$13.50
ARM324 Large Vertical Wooden Crates (3 crates)	$13.50
ARM326 Large Vertical Metal Crates (3 crates)	$13.50
ARM340 Small Stack of Crates Set 1 (2 stacks)	$11.95
ARM342 Small Stack of Crates Set 2 (2 stacks)	$11.95
ARM343 Big Crate Stack 1, multi-level (1 stack)	$17.95
ARM344 Big Crate Stack 2, multi-level (1 stack)	$17.95
ARM345 Big Crate Stack 3, multi-level (1 stack)	$17.95
ARM346 Big Crate Stack 4, , multi-level (1 stack)	$17.95
ARM380 Barrels & Drums (7)	$13.50
ARM382 Wooden Barrels (7)	$13.50

ARM510 Mechanic's Tool Boxes (8) Eight tool boxes, jerry cans, storage boxes, etc.	$11.95
ARM520 Double Check Valve	$18.50
ARM521 Propane Tank A long circular gas tank, 10cm x 3cm x 4cm.	$19.95
ARM530 Transformers	$16.50
ARM550 Control Room Panels (3 pieces) Three computer consoles, about 5cm high.	$17.95
ARM551 Air Duct Vent (very large)	$13.95

Rocks & Giant Crystals

ARM410 Outcroppings of Giant Quartz Crystals Set 1 (2) Two outcroppings of huge crystals, about 4cm tall.	$11.95
ARM412 Outcroppings of Giant Quartz Crystals Set 2 (2) Two more outcroppings of huge crystals, about 4cm tall.	$11.95
ARM430 Outcroppings of Giant Fluorite Crystals (2) Two outcroppings of giant fluorite crystals, about 2cm high, and different widths.	$11.95
ARM436 Outcroppings of Giant Pyrite Crystals Set 1 (2) Two outcroppings of giant pyrite crystals, about 2cm high, and different widths.	$11.95
ARM438 Outcroppings of Giant Pyrite Crystals Set 1 (2) Two outcroppings of giant pyrite crystals, about 2-3cm high, and different widths.	$11.95
ARM442 Large & Small Sandstone The large sandstone is about 9cm tall by 5cm wide, the other is about 2.5cm high.	$11.95
ARM443 Large Sandstone	$12.50
ARM444 Slate Wall & Mesas A large slate wall about 4cm high, and two groups of rocks, 2-3cm high. Great!	$11.95

Rivers

ARM490 River Set (8 pieces) A river 120cm long, 9cm wide, with rocky, grassy, sandy banks.	$77.95
ARM491 River Straight Pieces (2 pieces) 15cm and a 20cm long pieces of river, same as above.	$23.50
ARM492 River Curved Pieces (2 pieces) 12.5cm and a 17.5cm long pieces of river, same as above.	$21.50
ARM493 River Spring & Y Intersection	$26.00
ARM496 River 4" Straight Section plus Curved Piece	$37.00
ARM497 River Transition Pieces (2) 3" becomes 4"	$28.00

Alien Plants

ARM600 Alien Plant Set Contains seven alien plants, being one each of the below.	$110.00
ARM611 Alien Small Pod Plant Cluster A large patch of ground with 4cm tall rock and several large alien plants.	$10.95
ARM612 Small Alien Plant Pod Cluster	$10.95
ARM614 Alien Medium Sized Pod Plant One huge alien leafy pod plant, around 6cm high.	$17.50
ARM615 Large Pod Plant	$30.00
ARM624 Alien Medium Sized Mantrap Plants Two huge mantrap plants, one open, one closed, about 6cm tall.	$28.95
ARM625 Large Alien Mantrap Plant	$28.00
ARM630 Alien Tree Stumps (4) From 5 – 8cm high.	$23.50
ARM670 Alien Spike Cactus Large spiky alien cactus plant, around 7cm tall.	$15.95

Tree Stumps

ARM690 Small/Medium Tree Stumps (5) 5 small and medium sized tree stumps, one hollow.	$12.50
ARM691 Giant Hollow Tree Stump (1) A huge hollow tree stump - you can fit several 30mm figures inside.	$12.50

Fortifications

ARM460 Crater Set (3 pieces)	$8.50
ARM710 Trench Starter Set Has two weapons pits, two corners and a straight.	$69.95
ARM711 Tench Weapons Pit The trenches are 20mm deep inside, and 25mm wide inside.	$24.50
ARM712 Straight & Corner Trenches (3) Two corner trenches pieces and one straight trench piece.	$35.95
ARM713 T-Intersection Trenches (2) Two T-Intersection Trench pieces.	$21.50
ARM714 Two Straight Trenches	$28.00
ARM715 45° Trenches (2)	$22.00
ARM718 Small Weapons Pits	$24.00
ARM720 Sandbag Bunker A huge two story sandbag bunker.	$74.95
ARM721 Sandbag Emplacement Large Sandbag emplacement.	$26.95
ARM722 Large Concrete Bunker	$90.00

Bridges & Obelisks

ARM809 Wooden Bridge A large wooden bridge with railing, 21cm x 12.5cm wide.	$54.95
ARM810 Stone Bridge with Gargoyle Pillars A huge stone bridge with gargoyles on the four pillars.	$84.95
ARM815 Tech Bridge	$78.00
ARM820 Bridge of Skulls	$100.00
ARM860 Tall Skull Obelisk	$21.50
ARM861 Bone Obelisk	$22.00
ARM870 Bone Walls I	$20.00
ARM871 Bone Walls II	$20.00
ARM875 Skull Piles (2)	$22.00
ARM876 Small Skull Piles (3)	$19.00

Feudal Japan

ARM990 Clan War Samurai Walls with Gate Has an arched gate with separate doors, 2 x 10cm walls, 6 x 15cm walls, obelisk.	$125.00
ARM970 Japanese Footbridge	$46.00
ARM971 Japanese Standing Arch (very tall)	$37.00
ARM972 Japanese Stone Lanterns (3)	$16.95
ARM973 Short Bamboo Walls (3) 15cm x 2.5cm	$17.95
ARM974 Tall Bamboo Walls (3) 15cm x 5cm	$26.95

Medieval Cottages

ARM1210 Medieval Cottage 7.5cm x 7.5cm Removable roof with interior detail.	$27.95
ARM1211 Medieval Cottage 7.5cm x 11.5cm Removable roof with interior detail.	$35.95
ARM1212 Medieval Cottage 7.5cm x 15cm Removable roof with interior detail.	$40.95

1/285th Scale Fortifications

ARM1911 Infantry Emplacements 1/285th Scale (4) Each is 6.26cm wide, hexagonal in shape, sandbagged with rear entry.	$21.50
ARM1912 Vehicle Emplacements 1/285th Scale (5) Two small, two medium, one large, sandbagged with open rears for vehicle access.	$21.50

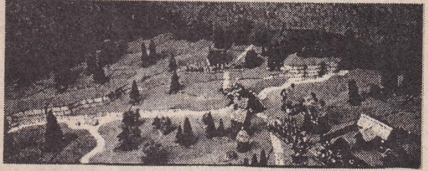
Dwarven Forge

Master Maze

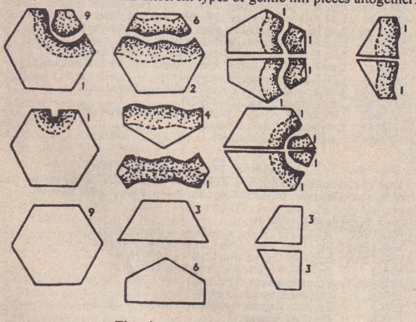
DELUXE ROOM SET 6 wall pieces with torch holders, 6 unlit torches, 6 lit torches, 6 corner wall pieces, 11 floor pieces, 2 swinging doors, secret door-wall, 50 bow tie connectors. **$129.95**
25 DIAGONAL WALLS SET To be used with the above, includes 25 diagonal wall pieces with 50 bow tie connectors. **$109.95**
Curved Walls & Passages Set With 4 Curved Passages, 8 Curved Corners, and 30 Bow Tie Connectors. **$109.95**
SHORT PASSAGES SET Has 14 short straight passage pieces, 1 dead end short passage, 30 bow tie connectors. **$109.95**
OCTAGONAL ROOM SET To be used with the above, includes 29 Room pieces that make up an octagonal room, 2 swinging doors, and 50 bow tie connectors. **$109.95**
OGRE'S DEN Has one finely detailed all-purpose monster's lair – very cute! Also a swinging door, raisable portcullis, treasure. **$109.95**
RAISABLE PORTCULLIS A small stone archway with a small raisable portcullis – very cute! **$19.00**
RED PILLARS A set of 8 red pillars, each 40mm high. **$29.00**
SWINGING DOOR Swinging wooden door. **$18.00**
WICKED ADDITIONS SET Has 2 Curved Passage Pieces, 4 Curved Corner Room Pieces, 2 Large Rectangular Floor Tiles, 2 sets of Upper and Lower Stairs, 4 Red Pillars, 1 Long Straight Passageway, 1 Demon Archway, 1 Raisable Portcullis, etc. **$149.95**
WICKED ADDITIONS SET II 1 Mermaid Fountain, 2 spiral stairs, 4 pedestals, dead-end short passage, secret door, 2 x stairs down, 4 long wall pieces, 2 large square floor pieces, 40 connectors. **$149.95**

Geo-Hex

The world is not flat, but your games tabletop is, and that's why you need the revoluationary, patented, landscape system from Geo-Hex. Unlike boring rectangles and one-off hills that limit you, Geo-Hex is comprised of seven shapes engineered to let you simulate any portion of the earth's surface. All pieces are finished and ready to use, you simply arrange them into pleasing landscapes. We do carry stocks of most of the range, but please allow two to three weeks delivery from your order date if any item is not in stock. But rest assured, we import this product by air direct from the USA.



GH100 The GameScape Green Set **$200.00**
A really good set that includes 58 pieces, including 9 full hexagon pieces, and a total of 22 different types of gentle hill pieces altogether.



The pieces you get in GH100

GH105 WORLDPAC GameScape Green Set **$210.00**
Includes 41 green-flocked hexagonal and part-hexagonal landscape shapes that make hills with smooth contoured sides, the full hexagonal tiles being 30cm from edge to edge, a matching 120cm x 180cm GameScape Flocked Green Mat, and scenic cloth for a stream and forest, and a bag of matching lichen. Includes 24 cornerlots to help lock the landscape pieces together. I bought one of these myself, and it is absolutely stunning. A great investment.
GH205 WORLDPAC GameScape Desert Set **$210.00**

GH110 Hill Set GameScape Green **$105.00**
Adds 25 green-flocked hexagonal and part-hexagonal landscape shapes with smooth-sloped contours, identical to those found in the *Worldpac* sets.

GH120 Rough Hill Set GameScape Green **$105.00**
Adds 25 green-flocked hexagonal and part-hexagonal landscape shapes with sheer cliff faces, letting you add steep hills and impassable terrain to your *Worldpac* sets. I bought one of these too.

GH140 Rough Terrain Set GameScape Green **$185.00**
Adds 46 pieces being hill sheer edge pieces and hill transitional pieces.

GH1301 The Expander Set GameScape Green **$185.00**
Adds roads to the set. With 35 pieces they cover over 23 square feet, 23 pieces being reversible hexes with plain green on the back and roads on the face. The contour shapes have roads up the face.

GH1601 Master Terrain Set GameScape Green **$560.00**
Over 64 square feet of tabletop lanscape. This system can bury a ping pong table with pieces to spare. 135 pieces, including 44 reversible hexes and half hexes, contour shapes, and cornorlocks.

GH305 WORLDPAC BattleScape Green Set **$250.00**
Identical to GH105, except that the landscape tiles and Battlescape flocked mat have a 1½" hexagonal grid printed on them, for playing games such as BattleTech.
GH405 WORLDPAC BattleScape Desert Set **$250.00**

PSL12 Sloped Pack (2 gentle hill corners, 2 longs) **$13.00**
PTN12 Transition Pack (4 sheer hill transition pieces) **$17.00**

GEOHEX TERRAIN CLOTHS

GSMAT-G Green flocked 120x180cm terrain cloth. $57.00
I bought one of these, ironed out the creases as per the instructions, and the mat is absolutately stunning - and the flock does not come off.
GSMAT-GX Green, hexgrid flocked 120x180cm terrain cloth. $72.00
GSMAT-D Desert flocked 120x180cm terrain cloth. $57.00
GSMAT-DX Desert, hexgrid flocked 120x180cm terrain cloth. $72.00
GSMAT-S Blue seascape 120x180cm terrain cloth. $50.00
GSMAT-SX Blue, hexgrid seascape 120x180cm terrain cloth. $60.00
GSMAT-O Colorful Starscape 120x180cm terrain cloth. $50.00
GSMAT-OX Colorful Starscape, hexgrid 120x180cm cloth. $60.00
GSMAT-IC Silent Death Next Millennium Starmap (hexes) $55.00

GEOHEX FLOCK AND PAINT

GHF49 Geo-Hex Green Flock (1 pint) **$8.00**
GHF50 Geo-Hex Desert Flock (1 pint) **$8.00**
The same flock that they use on their green or desert hills and terrain cloth. Which means you can flock your miniatures with the same flock, so that your miniatures' bases will blend into GH terrain perfectly. Use with the below paint.

GEOHHUES4141 Geo-Hex Green Paint 4 oz........................**$10.00**
GEOHHUES4142 Geo-Hex Desert Paint 4 oz........................**$10.00**
The same color that Geo-Hex undercoat their scenery with. Mix the paint with about 50% PVA glue and then paint onto your figures' bases immediately prior to flocking them with the above flock.

Miniature World Maker

This is a new locally produced range of rubber scenery. **The scenery comes flocked and completely painted.** All you have to do is open the bag and use it! Please note, however, that the rubber is quite thin and not as durable as the Adventurous Spirit Range.

Please allow up to 2 weeks for delivery, as these items are made to order.

Scenery Suitable for 15mm & 20mm Figures

MWMRDT1 Dirt Road Pack..................................$43.00
6 Straight sections, 49cm ea, 3 Curved sections, 56cm ea, 2 T-Junctions, Y-Junction, Crossroads.
MWMRIV1 River Pack..................................$43.00
4 Straight sections, 51cm ea, 2 Curved sections, 30cm ea, 2 S-Bends, 2 Y-Junctions, 2 Fords.

MWMC1 Medieval Village Scene..................................$25.00
Large stone house, small house with walled surround, pig-sty, wicker fence, bee hives, etc. 29cm x 29cm.
MWMC1a Small Medieval Village Scene..................................$20.00
Smaller version of C1. 24cm x 18cm
MWMC2 Celtic Village Scene..................................$25.00
Celtic village on a hill, within a wooden stockade. 29cm x 29cm.
MWMC3 Large Field of Vegetables & Vines..................................$28.50
Cottage plus walled fields with vegetables and vines. 29cm x 58cm.
MWMC4 Vine Covered Field..................................$10.00
Field covered in neat rows of vines. 22cm x 19cm.
MWMC7 Flat Grassy Field..................................$10.00
Stone walls along three sides, rocks on the fourth. 25cm x 18cm.
MCMC8 Walled Field..................................$12.00
Has cornfield & ploughed section. Walls on three sides, hedge on the fourth, 24cm x 21cm.
MWMC9 Rectangular strip of Fields..................................$20.00
Cornfield, ploughed field, vegetable fields, vineyard, small orchad, all on one 52cm x 24cm base. Fields can be cut apart if desired.
MWMC10 Graveyard..................................$10.00
Walls on two sides, hedges on the other two.15cm x 11cm.
MWMC14 Marshland..................................$12.50
Marsh with rocks and reeds. 25cm x 21cm.
MWMC15 Gorge..................................$25.00
2 large rocks, road section, river section. Two x 25cm x 13cm x 7cm.
MWMC17 Haystacks..................................$12.50
Two rectangular fields of wheat, three haystacks, 6 wheatsheaves.
MWMC18 Water Village..................................$25.00
3 houses, 2 storage cones, canoe, wooden dec. 27cm x 23cm.
MWMC19 Ancient Temple..................................$12.00
Temple with supporting pillars, 7.5cm x 7.5cm.
MWMC20 Early European House..................................$15.00
2 storey European House with enclosed courtyard 17cm x 10cm.
MWMC21 DBA Base..................................$6.00
Ancient wicker house in farm setting. 10cm x 10cm.
MWMC22 DBA Base..................................$6.00
Ancient wicker house, small palisade wall on 2 sides. 12cm x 10cm.
MWMC23 Pack of Two Fields..................................$10.00
Walled ploughed field with rocky terrain, and ploughed vegetable field. 15cm x 14cm and 15cm x 15cm.
MWMC24 House with Barn..................................$15.00
Wooden slatted house with barn attached.
MWMC25 Wooden House..................................$12.50
Wooden slatted house.
MWMC26 Wooden Barn..................................$10.00
Large wooden slatted barn.
MWMC27 Hay and Log Pack..................................$15.00
Two large bales and two small bales of hay, two wooden rafts, different log piles, hay stacks, log stacks.
MWMC28 Rough Ground..................................$10.00
Patch of rough ground with 4 trees and rocks. 15cm x 15cm.
MWMC29 Field with Sunken Road..................................$12.50
Ploughed field with stone walls, road lined with rocks. 25cm x 21cm.
MWMC30 Rocky Outcrop..................................$12.50

Scenery Suitable for 25mm & 30mm Figures

MWMWDT1 Wide Dirt Road Pack..................................$40.00
4 Straight sections, 30cm ea, 2 Curved sections, 18cm ea, the road being 12.5cm wide.
MWMWR1 Wide River Pack..................................$50.00
4 Straight sections, 37cm ea, 2 Curved sections, 23cm; 12.5cm wide.

MWMF1 Trenches..................................$22.50
Four straight trenches, 22cm x 3cm. 25mm scale.
MWMF2 Trenches..................................$14.00
T-section, curved section, end section. 25mm scale.
MWMF3 Field Works..................................$15.00
Palisades with earth bank. Eight pieces. 15mm scale.
MWMF4 Gun Emplacement..................................$10.00
Concrete heavy gun emplacement. 15mm-20mm scale.
MWMF4A Fox Holes & Machine Gun Nests..................................$12.50
Pack of eight concrete fox holes and machine gun nests. 15mm scale.
MWMF5 Concrete Bunker 15mm-20mm scale..................................$10.00
MWMF8 Sandbag Gun Emplacement..................................**$10.00**
Gun emplacement made of sandbags, 15cm x 10cm. 15mm scale.

MWMSP1 Rock Pack..................................**$12.50**
Eight rock sections of various sizes.
MWMSP2 Small Crater Pack..................................**$12.50**
Eight small craters
MWMSP3 Large Crater Pack..................................**$12.50**
Three large craters.
MWMSP4 Rocky Terrain Pack..................................**$12.50**
Four large patches of rocky ground, 15cmx9cm, 19cmx17cm.

Sci-Fi Supply

Sci-Fi Supply make six types of magnificent walls out of durable vacuum-formed styrene plastic, which easily cut into smaller lengths. (Each pack has 25 feet ! of walls.) These are perfect for enhancing games of Space Hulk, role playing in dungeons, but mostly just great for making indoor arenas in which to fight for Warhammer 40,000 or Fantasy. They also make a range of easy to assemble buildings.

SCI0103 Alien Giegeresque Walls & Rooms **$25.00**
Contains around 28 sections of walls, each 27cm wide & 4.5cm high. These walls depict the interior of an alien hive, very similar to the one in the movie ALIENS, which was designed by Gieger. For corridors and rooms, including doorways, etc.
SCI0104 Alien Lovecraftian Walls & Rooms **$25.00**
Contains around 28 sections of walls, each 27cm wide & 4.5cm high. These walls depict the interior of an alien hive, based on the Lovecraftian Mythos. For corridors and rooms, including doorways, etc.

SCI1101 BattleField Craters **$10.00**
Several sheets of 3-D battlefield craters of all sizes. Perfect for Warhammer 40,000 or BattleTech or Space Marine etc.
SCI1102 Ruined Building with Rubble **$12.50**
A detailed, partially destroyed and rubble strewn building. Has a large square area of rubble, with damaged walls on two sides. For 25mm or Epic scales, fantasy or sci-fi.
SCI1103 Pyrotechtonics Building **$25.00**

SCI2201 Sci-Fi Tower **$12.50**
A sci-fi tower suitable mostly for Warhammer 40,000, etc.
SCI2203 Downtown High-Rise **$36.95**
A sci-fi downtown high-rise building suitable mostly for Warhammer 40,000, etc.

SCI2302 Fortified Wall (Part of Fortress Generica) **$12.50**
A fortress wall suitable for Fantasy or Science Fiction. Combines with the other two modules to make a whole fortress. You need 4 packs to make the fortress.
SCI2303 Fortified Tower (Part of Fortress Generica) **$12.50**
A fortress tower suitable for Fantasy or Science Fiction. Combines with the other two modules to make a whole fortress. You need 4 packs to make the fortress.

Twenty First Century Games

This is an Italian company who make top quality thick-card science fiction and fantasy/western buildings, the perfect size for use with Warhammer 40,000, Necromunda, Warzone, even BattleTech or Warhammer 40,000 Epic. The western/fantasy titles are perfect for Warhammer Fantasy, Fantasy Warriors, Deadlands, even roleplaying games.

Note new lower prices, but stocks are limited

21C1.1 Black Moon Base **$40.00**
A large sci-fi base, 'Y' shaped, 70cm long and 60cm wide, 10.5cm high. Also with barricades. Can be combined with the *Iron Cloud Base* to make a huge starport.
21C1.2 Iron Cloud Base **$35.00**
A large sci-fi base, triangular shaped, 50cm long, 50cm wide, and 50cm high! Perfect for Necromunda. Can be combined with the *Iron Cloud Base* to make a huge starport.
21C3.0 The Mine **$40.00**
A huge mining operation complex, including an entry gatehouse, two elevator towers, large platforms, and base. 88cm long, 41cm wide, sections vary from 10cm to 35cm high.
21C4.0 The Barricades **$22.50**
Sci-fi barricades, which can also be three city walls. 45cm long, 80cm wide, and 7cm - 13cm high. Each wall has ramparts on both sides. There are four small towers and a small gatehouse. Could be used as the outer walls of a water purification camp.
21C6.0 Missile Base **$32.50**
This is the one I made. Has two missile silos, two missile launching racks, and a bunker, all joined by gangways and gantries. 50 long, 78cm wide, 9cm high.
21C7.0 Control Tower **$45.00**
A tall sci-fi starport control tower, 62cm tall and 18cm wide. Has an external staircase which winds around the whole tower.
21C10.0 Data Elaboration Centre **$40.00**
A multistory hexagonal building with two external elevator cars. Building is 18cm x 33cm, and 36cm high!
21C11.0 Detention Camp **$40.00**
A large detention centre with eight cells and detachable roof, and large surrounding prison walls. 37cm by 37cm by 8cm tall.
21C12.0 Elevated Monorailway **$45.00**
Elevated monorailway system with two tracks, raised on 7 pylons, with 2 stations and exit stairwells, 2.15 meters long ! 12cm high. Can be assembled as a square.
21C13.0 Relay Station **$37.50**
A large hexagonal relay station, with six outer towers, one central tower, raised antena array, and joining catwalks. 49cm x 45cm and 22cm high.

21C2.0 Graveyard **$30.00**
Can be used as Wild West, Fantasy, or colonial science fiction. It includes four walls in a state of disrepair, that surround the entire graveyard, two gatehouses, and around 15 graves, all broken open.
21C5.1 The Inn (Ground Floor) **$42.00**
Can be used as Wild West, Fantasy, or colonial science fiction. It can be used as the ground floor of a 3 story inn, or as a complete one story inn. It contains an optional roof, and has a complete interior. 26cm wide, 31cm long, 14cm high.
21C5.2 The Inn (First Floor) **$24.00**
Can be used as Wild West, Fantasy, or colonial science fiction. It can be used as the first floor of a 3 story inn, or as a complete one story inn. It contains an optional roof, and has a complete interior. 26cm wide, 26cm long, 15cm high.
21C5.3 The Inn (Second Floor) **$24.00**
Can be used as Wild West, Fantasy, or colonial science fiction. It can be used as the second floor of a 3 story inn, or as a complete one story inn. It contains an optional roof, and has a complete interior. 26cm wide, 26cm long, 15cm high.
21C5.4 The Stable **$24.00**
Can be used as Wild West, Fantasy, or colonial science fiction. It can be used by itself or as an add-on to the inn.. 26cm wide, 21cm long, 15cm high.
21C14.1 Ziggurat – Aztec Temple **$55.00**
A very impressive ancient Aztec-style temple, 71cm long, 38 wide, 30cm high.

Twenty Five Edition

Another Italian company making cardboard buildings, however, these buildings are not in the same league as the Twenty First Century buildings above.

25E3102 Medieval Fortified Monastry **$35.00**
65cm wide, with two towers, two gatehouses, one bell tower, and walls.
25E3201 Roman-style or Wild West Wooden Fort **$20.00**
29cm wide, with four towers, walls with ramparts, gate.
25E3301 Fantasy Palace 10cm wide, small 3 storey fantasy palace. **$10.00**

Miniatures & Miniatures Rules

COLOR CODE

🟥 New Item Now Available and in Stock

🟩 New Item Not Yet Released

Ancients & Medieval

Warhammer Ancient Battles

WHW **Warhammer Ancient Battles** Warhammer Fantasy Battles goes historical! Designed by Jervis Johnson and Rick Priestley, two Games Workshop staff. Uses the same basic rules as Warhammer Fantasy Battles, but there is no magic and no mega-powerful characters (yes!), just commanders, standard bearers, musicians, and the various troop types - so you can just focus on tactics and combat! Only ancient and medieval weapons are catered for, such as thrusting spears, heavy throwing spears such as the pilum; kontos, lance, javelins, four types of bow, etc. Armor is none, light or heavy. Shields can be normal, large or buckler. There are rules for chariots, skirmishers, artillery; two complete army lists: Late Marian/Early Imperial Rome, and Barbarian (Gallic and British Celts, picts, Dacian, early Goths and Franks), etc. The rules are lavishly illustrated with beautiful full color prints of 25mm painted soldiers. **$35.00**

ARMIES OF ANTIQUITY Armies of Antiquity includes lists for all of the following armies: Sumerian, Egyptian, Hittite, Trojan Wars, Assyrian, Persian, Ancient Greek, Alexander & his Successors, Ancient Indian, Republican Roman, Cathaginian, Late Roman, Cataphract, Byzantine, The Nomad Hordes, The Saracens, Saxon, Viking, Norman, Crusader, Ancient Chinese, and Samurai. Also has New rules to use in your Warhammer Ancient Battles games, Seven 'Tribal Variations' for the Barbarian army list in Warhammer Ancient Battles, a Praetorian Guard variation for the Roman army list in Warhammer Ancient Battles. **$18.00**

CHARIOT WARS The chariot armies from 2500 – 500 BC, including Sumerian & Akkadian, New Kingdom Egyptian, Later Babylonian and Assyrian, Hammurabic Babylon, Hittite Empire, the Israelites and Mycenaean Greek & Trojan. Lots of color photos & plates. **$27.00**

Eureka Miniatures

Exaggerated 28mm figures sculpted and cast here in Australia.

Later Assyrian Neo Sargonid

New range to be featured in next catalog – absolutely stunning figures.

WRG Ancients 7th Ed

WRG ANCIENTS RULES 7th Edition Wargames Research Group's 3000BC to 1485AD rules. Each figure (of any scale - 6mm to 25mm) represents 50 men. All troop types (from archers to elephants), weapons, formations, & tactics for the period are included in this 48 page book, plus reference card. All troops are based and fielded in elements, of either 2, 3 or 4 figures per base. Rules include historical background, field engineering, fortifications, unusual `terror' weapons. **$17.00**

WRG ARMY LISTS Vol 1 : Ancient Near East 3000 - 500 BC Covers all the armies of the Ancient Near East from 3000 - 500 BC, such as Babylonian, AssyrianEarly Greek Hoplite, Spartan, Achaemenid Persian, armies of the Persian wars. **$17.00**

WRG ARMY LISTS Vol # 2: Armies of Far East, Asia, America The Far East, Asia, and America. Some of the armies covered are: Later Shang Chinese, Hsiung-Nu, Han, Three Kingdoms Chinese, Medieval Vietnamese, Mongol, Japanese (early to late), etc. **$17.00**

WRG ARMY LISTS Vol #3: Armies of Alexander & Punic Wars Deals with a small geographical area, although the most popular one - Alexander and his Successors, the Punic Wars, the Western Nomads, the Great Roman Wars of the 2nd Century BC, and Roman Civil Wars of the 1st & 2nd Triumvirate. **$17.00**

D.B.A.

WRG **De Bellis Antiquitatis Fast Play Ancients Rules 2.0** The fully revised DBA will be updated to be consistant with DBM and the new army lists. These are WRG's *fast play* ancient & historical miniatures rules. Game mechanics are a simplified version of DBM, using the same basic concepts. One major difference is that all armies consist of 12 elements or bases of figures, which means that no army can have over 50 figures. There are no point values. It is a 20 page book containing simple yet effective mechanics that cover troop definitions, terrain, camps, close combat, missile fire, artillery, etc. Includes a suggested six nation campaign, historical army lists, all of which require only a small number of figures. Very suitable for 25mm, 15mm, or 1/300th scale games. *Due March.* **$14.00**

D.B.M.

WRG **D.B.M. 2000 DE BELLIS MULTITUDINIS Mass Ancient & Medieval Combat** These rules are designed for 2mm, 6mm, 10mm, 15mm or 25mm figures, and recreate combat with no record keeping and a minimum of dice rolls. All units are rated according to how they *fought*, not according to how they were armed and armored. Shock cavalry are knights, skirmishing horse are cavalry or light horse, infantry are bow, blades, spears, pikes, warband, auxilia, or skirmishers. All units are on identical width bases containing 2 to 4 figures, and square off to fight each other. Each unit has a basic combat factor versus foot or mounted, and these factors are effected by terrain, supporting ranks if applicable, and whether your flanks and rear are secure. Certain troop types destroy others if they score higher, such as knights fighting spears or warband fighting blades, but normally you need to double the enemy element's score to kill it. A brilliant command system makes you wrack your brain as you try to out-manoeuvre your opponent. Regular armies are easy to maneuver, irregular armies less so, and morale is simple but effective – if a command loses 1/3rd of its elements, it is broken, and the army breaks at ½ casualties. **$18.00**

DBM ARMY LISTS Book # 1 3000 BC - 500 BC 2nd Ed This book includes notes on each army, rules for using allies, climate, aggression, and terrain types for each army, etc. Armies included are: Egyptian, Syrian, Assyrian, Babylonian, Early Hoplite Greek, , Early Macedonian, Roman & Etruscan, Early Achaemenid Persian, Early Carthaginian, etc. *March* **$19.00**

DBM ARMY LISTS # 2 500 BC - 476 AD 2nd Ed A new, 2nd Edition, with many lists having been completely revised, such as the Later Hoplite, Seleucid, Graeco-Bactrian, Republican & Classical Indian. Other armies covered are Alexandrian Macedonian, the Successors, Camillan, Polybian, Marian, Early, Middle, Late, & Patrician Roman, Later Carthaginian, Hunnic, Alans, Gallic, Ancient British, Sassanid Persian, Early German, Visigoth. This book is the most popular in the series. **$20.00**

DBM ARMY LISTS # 3 476 AD - 1071 AD 2nd Ed The Dark Ages and Early Medieval Period, now revised & updated. Armies of interest include Early Lombards, from Early to Konstantinian Byzantine, Early Samurai (the rumors that this list has been butchered are not true – still a great list!), Welsh from 580 AD - 1420 AD, Middle Anglo-Saxon, Feudal Spanish, Norse Viking, Early Polish, Early Hungarian, Georgian, Seljuq Turk, Anglo-Danish Norman, etc. **$20.00**

DBM ARMY LISTS # 4: 1071 AD - 1500 AD 2nd Ed The army lists of the High Medieval Period, have now been revised and updated. Some lists have seen huge changes, such as Early Crusader (with sub generals and a regular Kn and Bd option), Later Crusader (with heaps more Spear and King Richard becomes Reg Kn(S)), Free Company, which gets sub-generals instead of allies; also changes to Italian Condotta, Spanish/Portuguese, Teutonic get auxilia, etc. **$20.00**

DBF De Bellis Fantasticus: Here There Be Dragons WRG have released DBF, the fantasy rules supplement for DBM! (You must own DBM to use this book.) The book adds several new troop types such as Flying Behemoths, Flying Vehicles, Behemoths, Large Humanoids, Undead, and unicorns. Allowances are made for huge monsters having double width & depth bases. There are rules for flying, great rules for heroes, some monsters can purchase a magical power, and rules for wizards. The book then has three sections of army lists. The first army lists are based on other popular fantasy miniatures games and cover Imperial Humans, Undead, Lizardmen, etc. The second section are mythological army lists; and the third section is my favorite - the traditional army lists, ie, inspired by *The Lord of the Rings*. Please note that this supplement allows you to use any 28mm figures without having to rebase them. **$20.00**

Precision Tournament Dice

Precision Tournament Dice I don't know about you, but the dice I use in my games of DBM, especially during DBM tournaments, of which I play in around four a year, drive me absolutely batty. So here we offer Precision Backgammon Dice, which are "perfectly balanced" dice that require an extensive and expensive process to make. The result is dice that will give consistantly balanced results. Several colors. **$10.00 per dice (1)**

WRG History Books

WRG **ARMIES OF MACEDONIAN & PUNIC WARS 359 - 146 BC** A superb 192 page sourcebook on the period of ancient history from the time of Phillip of Macedon, Alexander the Great, to the arising of Rome as the dominent power. This book is one of the most comprehensive history books available, detailing each nation in great detail, presenting history, tactics, battles, colors of uniforms and equipment including shield designs. Covers the Persians, Greeks including: Boiotia, Sparta, Athens, Phokis, etc; Macedonian, including Phillip's reforms and Alexander; the Successors, Bactrian & Indian Greeks, Thracians, Illyrians, Steppes, India, Carthage, Spaniards, Celts, Rome, Etruscans. **$48.00**

WRG **ARMIES & ENEMIES OF IMPERIAL ROME 150 BC - 600 AD** 146 pages of pure historical delight! Tactics, history, and troop types are covered on the Roman armies from Marian Roman to Patrician Roman, Pontus, Armenia, Gaul, Britain, Early Germans, Parthia, Jewish Revolt, Arabs, Sassanid Persia, Scot's-Irish, Later Germans, and the Huns. Major battles of the period are detailed, and illustrations of each troop type are given, along with commentary & painting guide regarding armor & tunics, and there are over 200 shield designs. **Special Price** **$7.50**

WRG **ARMIES OF THE DARK AGES 600 - 1066 AD** A 128 page history book covering armies of the Dark Ages, their histories, troop types, tactics, etc. Nations covered are: Byzantine, Sub-Roman, Pictish, Irish, Visigoth, Lombard, Carolingian, Viking, Russian, Slav, Avar, Bulgar, Alan, Armenian, Sassanid, Arab, Saxon, Norman, Italian, Spanish, etc. Major battles of the period are covered, and each troop type is illustrated and described, giving armor & tunic colors, etc. Maps are also provided. **$38.00**

WRG **ARMIES & ENEMIES OF THE CRUSADES 1096 - 1291 AD** A 120 page historical reference book of one of the most colorful periods of history, when repeated attempts to wrest the Holy Lands from the hands of the infidel Muslims met with varying degrees of success or failure. It contains maps, major battles of the period, and history and tactics of the following nationalities: Franks, Hospitallers, Templars, Armenians, Syrians, Seljuks, Fatimids, Mamluks, Byzantines, Georgians, Mongols (called Tartars by the Franks), Ilkhanids, etc. Each troop type is illustrated and described, giving armor and tunic colors, etc. **$30.00**

WRG **ARMIES OF THE MIDDLE AGES Volume 1 1300 - 1487 AD** A must have for all fantasy & historical medieval gamers. This book contains 215 coats-of-arms, for both heater shields and knights' banners and pennons. Organisation, tactics, history, dress and equipment are provided for the Hundred Years War, War of the Roses, & the Burgundian Wars, and covers, England, Burgundy, France, Free Companies, Ireland, Italy, Low Countries, Scotland, Spain, & Switzerland. It covers the make up of men-at-arms, including ratio of bannerets, knights, esquires. Has illustrations and descriptions, color guides to all the troop types for each beligerant. 192 pages. **Special price.** **$7.50**

WRG ARMIES OF THE MIDDLE AGES Volume 2 1300 - 1500 AD A 200 page historical reference book on the organisation, tactics, dress, weapons, and history of armies of the Ottoman Empire, Eastern Europe, & the Near East from 1300-1500 AD. Nations included are: Albania, Byzantine, Catalan Company, the Golden Horde, Holy Roman Empire, Hospitallers, Hungary, the Hussites (with those cute war wagons!), Mamluks, Ottoman Empire, Poland, Teutonic Knights, the various Italian city states, etc. Includes details of major battles, 105 coats-of-arms, illustrations of all the troop types, artillery, etc. **$48.00**

DBM Army Packs

True 15mm Figures. Available Unpainted Only

🗀 **D.Y.O. DBM ARMY:** This is a special offer that applies to all DBM players. Simply post or fax us the army list that you have designed, listing which DBM Army Lists book you took it from, and the elements and the number of them that you have chosen for your army. We will then give you a quote on how much the army will cost, and you can then either quote a Master/Bank/VISA card number, or send us a cheque or money order, and we will get the army in for you, and we guarantee to give you 15% off the normal retail prices. (Does not apply to Battle Honors or Chariot or Old Glory figures.) Please note that if your army does not use Museum, AB, Hobby Products or Irregular Miniatures, the order could take 3 - 6 weeks to get in from the UK. For Biblical armies, for example, we will use either Chariot or Essex miniatures. $Quote

Book One

🗀 **Mitanni 1300 BC DBM Army - 350 Points,** 24 Cv(S) Chariots, 6 Cv(O) Chariots, 32 Spearmen, 32 skirmishers. Probably the best chariot army ever, with regular generals. (The armored Mitanni Chariots are stunning, new from Chariot Miniatures) *New Price* **$150.00**

🗀 **New Kingdom Egyptian DBM Army - 350 Points,** 13 Cv(S) Chariots, 144 infantry, baggage. Chariot Miniatures. *New Price* **$122.00**

🗀 **Neo-Assyrian Later Sargonid DBM Army - 354 Points, 10 chariots, 17 Cav, 76 inf,** baggage. Chariot Miniatures. **$125.00**

Book Two Version 2.0

🗀 **Classical Indian 350 BC 349 points, 77 elements.** 7 Elephants, 4 Chariots, 12 Cavalry, 160 infantry. Irregular $163 Chariot $133

🗀 **Later Hoplite Spartan 350 BC DBM Army - 351 Points,.** 194 infantry, 8 cav, baggage animals. AB - $136.00 Chariot $110.00

🗀 **Galatian DBM ARMY, 250 BC - 349 points, 61 elements.** 39 Cavalry, 180 infantry, 18 baggage animals. Museum - $131 Chariot - $124

🗀 **Gallic DBM ARMY, 100 BC - 349 points, 74 elements.** 66 Cavalry, 162 infantry. Museum Miniatures - $148.00 Chariot - $140.00

🗀 **Seleucid DBM Army - 351 points, 48 elements including MaccabeanAlly General.** (Museum & Irregular Miniatures) **$111.00**

🗀 **LATER CARTHAGINIAN 209 BC - 350 points, 64 elements.** 180 15mm figures - Hannibal & 2 bodyguard, 2 mtd generals, 16 Poeni Cavalry, 12 Spanish Cavalry, 16 Libyan Light Horse, 2 elephants & crew, 16 Poeni Citizen Spearmen, 32 Hannibal's Veteran Spearmen, 16 Libyan Spearmen, 12 Spanish Scutarii, 8 Spanish Javelinmen, 6 Balearic slingers, 8 Numidian Javelinmen, 18 baggage. (Figures are by Battle Honors. Please allow 4 weeks for delivery) **$165.00**

🗀 **POLYBIAN ROMAN 209 BC - 349 points.** 157 15mm figures - 3 mtd generals, 21 Roman Cavalry, 3 Spanish Cavalry, 80 Hastati & Princeps, 20 Triarii, 18 Velites, 12 Spanish Auxiliaries, plus baggage. (Figures by Battle Honors. Please allow 4 weeks for delivery.) **$135.00**

Book Four

🗀 **Mongol 1206 - 1266 AD** - 350 points, 44 elements. 106 15mm figures, 18 baggage. *Figures by Museum (very nice!)* **$89.00**

🗀 **Later Crusader 1250 AD** - 348 points, 41 elements. 139 15mm figures, 18 baggage. Figures by Museum. **$89.00**

🗀 **Mamluk Egyptian 1250 AD** - 349 points, 48 elements.123 15mm figures Figures by Museum. **$100.00**

🗀 **100 Years War English 1410 AD** - 350 points, 41 elements. 145 15mm figures 18 baggage animals. (Museum Miniatures) **$73.00**

🗀 **Medieval French 1410 AD** - 350 points, 52 elements. 160 15mm figures, 18 baggage animals. (Museum Miniatures) **$100.00**

CHARIOT

15mm

Chariot Gold Range

True 15mm metal miniatures available per pack. A stunning new range from Chariot Miniatures in the UK. Irregular or light troops have up to 8 different poses per pack. **Minimum order is 5 packs. Allow 3 weeks for delivery.**

Goths & Visigoths

DARK1	Gothic Mtd Command, General, War-Horn, Standard, Warrior.	$4.95
DARK2	Goth Mtd Command, Sub General, Horn, Standard, Warrior	$4.95
DARK3	Gothic Noble Cavalry/Bucellarii (4) Spear, Shield, Mail-shirt	$4.95
DARK4	Gothic Gardingi Cavalry (4)	$4.95
DARK5	Gothic Foot Warriors, round or oval shields, axes or spears (8)	$4.95
DARK6	Gothic Foot Warriors, Coffin shields, axes or spears (8)	$4.95
DARK10	Gothic Archers (8)	$4.95

Huns (There are around 50 variants in the Huns range)

HUNS1	Mounted Command 1 General, 1 Standard, 1 Warhorn, 1 Warrior	$4.95
HUNS2	Nobles & Sub-Generals (4)	$4.95
HUNS3	Mounted Huns with Bows (4)	$4.95
HUNS4	More Mounted Huns with Bows (4)	$4.95

Saxons

SAXN1	Foot Command 3 Nobles, 3 Standards, 2 War Horns	$4.95
SAXN2	Noble Warriors with Spear/Sword/Axe, Helmets, Shields (8)	$4.95
SAXN3	Noble Warriors with Spear/Sword/Axe, Shield, Cap (8)	$4.95

Late Imperial Romans

SPQR1	Late Roman Foot Command (8)	$4.95
SPQR13	Late Roman Legionary 3rd - 5th C, Spear, Shield (8)	$4.95
SPQR15	Late Roman Legionary, 3rd - 5th C, Sword, Shield (8)	$4.95
SPQR16	Late Roman Legionary, 3rd - 5th C, Sword, Shield, various (8)	$4.95
SPQR29	Late Roman Auxilia Palatina, Bare head, shield, spear (8)	$4.95
SPQR33	Late Roman Auxilia Palatina, Helmet, shield, spear (8)	$4.95
SPQR37	Late Roman Auxilia Palatina, Fur Cap, shield, spear (8)	$4.95
SPQR45	Late Roman Supporting Archer, Bare head, various actions (8)	$4.95
SPQR51	Late Roman Mounted Command (4)	$4.95
SPQR60	Late Roman Equites Illyricani, with separate arms (4)	$4.95
SPQR61	Late Roman Equites Cavalry (4)	$4.95
SPQR62	Late Roman Equites Cavalry with separate arms (4)	$4.95
SPQR63	Late Roman Catafractarii (4)	$4.95
SPQR64	Late Roman Clibinarii (4)	$4.95

Chariot Regular Range

True 15mm metal miniatures available per pack. Some packs have a variety of figures. **Minimum order is 5 packs. Allow 3 weeks for delivery.**

New Kingdom Egyptian

ENK1 PPC	Pharaoh in Chariot with Cloth & Plumed Horse	$4.50
ENK1 BLPC	Egyptian Chariot with Cloth Covered & Plumed Horse	$4.50
ENK1 BLC	Egyptian Chariot with Cloth Covered Horse	$4.50
ENK2	Egyptian Regular Spearmen with Shield (8)	$3.95
ENK3	Egyptian Infantry Command (8)	$3.95
ENK4	Egyptian Regular Bowmen (8)	$3.95
ENK5	Egyptian Regular Auxilia with Javelin & Shield (8)	$3.95
ENK6	Egyptian Axemen (8)	$3.95
ENK12	Egyptian Shardana Guardsmen (8)	$3.95
ENK13	Egyptian Auxilia with Bow and Shield (8)	$3.95
ENK14	Egyptian Mounted Scout (4)	$3.95
ENK15	Sea People with Spear & Shield (8)	$3.95
ENK16	Philistine with Sword & Shield (8)	$3.95
ENK17	Sherden with Sword and Shield (8)	$3.95
ENK18	Ramesside Elite Bowmen (8)	$3.95
ENK19	Egyptian Bowmen in Heavy Textile armor (8)	$3.95
ENK20	Egyptian Marine with Javelin and Shield (8)	$3.95
ENK21	Egyptian Marine Bowmen (8)	$3.95
ENK22	Libyan with Javelin or Spear (8)	$3.95
ENK23	Egyptian Standards (16)	$3.95
ENK24	Egyptian Sickleswordsmen with Shields (8)	$3.95
ENK25	Egyptian Infantry Command with Army Standard (8)	$3.95

MUSEUM MINIATURES

15mm

Greek & Hellenistic 500 - 50 BC

True 15mm metal miniatures available separately

MUSSE1	Macedonian Phalangite (1)	$0.55
MUSSE2	Seleucid/Successor/Hellenst Phalangite	$0.55
MUSSE3	Thracian Foot with Rhomphia (1)	$0.55
MUSSE4	Peltast with crescent shld & javelin (1)	$0.55
MUSSE5	Psiloi with javelin & shield (1)	$0.55
MUSSE6	Psiloi with javelin & shield	$0.55
MUSSE7	Spartan or Later Hoplite (1)	$0.55
MUSSE8	Early/Mercenary Hoplite (1)	$0.55
MUSSE9	Lycian/Pamphylian/Mysian spear & shld	$0.55
MUSSE10	Lycian/Pamphylian sword, round shld	$0.55
MUSSE11	Persian Cavalryman armed with spear	$1.10
MUSSE12	Persian Archer in trousers & tunic (1)	$0.55
MUSSE13	Thracian slinger with shield & cap (1)	$0.55
MUSSE14	Scythian foot archer, with fox skin cap (1)	$0.55
MUSSE15	Thracian Peltast with spr,shld,greaves (1)	$0.55
MUSSE16	Greek/Thracian Hv Cv w/bronze cuirass	$1.10
MUSSE17	Spartan Hoplite or General, with cape (1)	$0.55
MUSSE19	Illyrian Foot with shield & javelin (1)	$0.55
MUSSE21	Bactrian Heavy Cavalry/Sub General (1)	$1.10
MUSSE22	Scythian Heavy Cavalry, unarmord horse	$1.10
MUSSE23	Scythian Foot with spear & javelin (1)	$0.55
MUSSE24	Scythian Foot armed with axe (1)	$0.55
MUSSE25	Scythian Cavalry on armored horse (1)	$1.10
MUSSE26	Veteran/Guard Phalangite (1)	$0.55
MUSSE27	Scythian Horse Archer (1)	$1.10
MUSSE28	Saka Cavalry on armored horse (1)	$1.10
MUSSE29	Bactrian/Sogdian/Scythian Horse Archer	$1.10
MUSSC01	Seleucid C-in-C/General (1)	$1.10
MUSSC02	Seleucid/Sccessor Companion/Agema	$1.10
MUSSC03	Scythian/Armenian Horse Archer (1)	$1.10
MUSSC04	Macedonian/Successor Companion Cav	$1.10
MUSSC05	Seleucid/Successor Cataphract SHC (1)	$1.10
MUSSC06	Tarantine Light Cavalry with Javelin (1)	$1.10
MUSIE11	Macedonian Elephant w/driver & pikeman	$8.25
MUSIE12	Seleucid Elephant, tower, driver, 3 crew	$8.25
MUSIE14	Successor Elephant, tower, driver, 2 crew	$8.25
MUSBS01	Macdn/Succssr Bolt Thrower & 2 crew	$5.50
MUSCA01	Greek Psiloi/Cretan archer (1)	$0.55
MUSNS01	Greek Psiloi Slinger (1)	$0.55
MUSCT02	Seleucid 4 Horse scythed chariot & driver	$8.25

Celtic/Galatian/British 400 BC - 75 AD

True 15mm metal miniatures available separately

MUSGL01	Naked Fanatic w/sword & shield (1)	$0.55
MUSGL02	Naked Fanatic w/spear & shield (1)	$0.55
MUSGL03	Foot Warrior w/shield & sword (1)	$0.55
MUSGL04	Light Infantry skirmisher, shld & jvln (1)	$0.55
MUSGL05	Light Infantry Javelinman, shdl & jvln (1)	$0.55
MUSGL06	Light Infantry archer (1)	$0.55
MUSGL07	Cappadocian/Paphlagonian, shld & jvlns	$0.55
MUSGL08	British Light Cavalry, shld & jvln (1)	$1.10
MUSGL09	Medium/Heavy Cavalry, shld & spear (1)	$1.10
MUSGL10	Noble Cavalry/General/CinC, mail & shld	$1.10
MUSGL11	Light Infantry Slinger (1)	$0.55
MUSGL12	Infantryman armed with war horn (1)	$0.55
MUSGL13	Infantryman holding standard (1)	$0.55
MUSGL14	Warrior in chainmail,shield,sword (1)	$0.55
MUSCT04	Two Horse Chariot with driver & warrior	$5.50
MUSCT04G	Two Horse Chariot,driver & armored Warr	$5.50

Early Imperial Roman

True 15mm metal miniatures available separately

MUSRM02	Mounted Roman CinC/General (1)	$1.10
MUSRM06	Equites Alares/Cohortales Cavalry (1)	$1.10
MUSRM08	Legionary Centurion (1)	$0.55
MUSRM09	Legionary Standard Bearer (1)	$0.55
MUSRM10	Legionary Legionary Musician (1)	$0.55
MUSRM11	Early Imperial Legionary, Lorica Segmta	$0.55
MUSRM12	Early Imperial Auxiliary Infantry (1)	$0.55
MUSRM13	Early Imperial Auxiliary Infantry (1)	$0.55
MUSRM14	Sarmation Lancer on Horse (1)	$1.10
MUSRM15	Auxiliary Centurion (1)	$0.55
MUSRM16	Auxiliary Standard Bearer (1)	$0.55
MUSRM17	Auxiliary Auxiliary Musician (1)	$0.55
MUSRM18	Early Imperial Legionary with Sword (1)	$0.55

Roman Gladiators

True 15mm metal miniatures available separately

MUSGD01	Thracian with shield, sica, bare head, greaves (1)	$0.55
MUSGD02	Vilite with shield, javelin, bare head (1)	$0.55
MUSGD03	Samnite with shield, sword, helmet, armored right arm (1)	$0.55
MUSGD04	Secutor with shield, sword, helmet, armored right arm (1)	$0.55
MUSGD05	Late Thracian with shield, sica, helmet, greaves (1)	$0.55
MUSGD06	Retiaruis with net, trident, and bare head (1)	$0.55
MUSGD07	Provocator with shield, spear, helmet, plate right arm (1)	$0.55
MUSGD08	Myrmillo with shield, sword, helmet, armored right arm (1)	$0.55
MUSGD09	Cimachaerus with two swords, both arms in plate (1)	$0.55
MUSGD10	Pugiliswith armored boxing gloves (1)	$0.55
MUSGD11	Gaetulian with 4 throwing darts (1)	$0.55
MUSGD12	Laquarius with lasso and armored right arm (1)	$0.55

1000s - 1300s AD Early Medieval

True 15mm metal miniatures available separately

MUSNI01	Light Infantry Archer (1)	$0.55
MUSNI02	Medium Infantry Spearmen, kite shld (1)	$0.55
MUSNI03	Heavy Infantry Spearmen, kite shield (1)	$0.55
MUSNI04	Unarmored Crossbowmen (1)	$0.55
MUSNI05	Medium armored archers (1)	$0.55
MUSNI06	Slav Infantry with spear & kite shield (1)	$0.55
MUSNI07	Heavy Infantry with 2 handed axe (1)	$0.55
MUSNI08	Viking Berserker with axe (1)	$0.55
MUSNI09	Viking Berserker with sword (1)	$0.55
MUSNI10	Viking Bondi Archers (1)	$0.55
MUSNI11	Viking Bondi Spearmen with sword (1)	$0.55
MUSNI12	Viking Bondi Spearmen with sword (1)	$0.55
MUSNI13	Viking Skirmisher, javelin, shield (1)	$0.55
MUSNI14	Viking Bondi Spearmen with spear (1)	$0.55
MUSNI15	Viking CinC on foot, sword & shield (1)	$0.55
MUSNI16	Viking Huscarl with axe (1)	$0.55
MUSNI17	Staff Slinger light infantry (1)	$0.55
MUSNI18	Viking Ulfhednar with sword (1)	$0.55
MUSNI19	Viking/Norman Hvy Inf, spr, shld (1)	$0.55
MUSNI25	Crusader Crossbowman, armored (1)	$0.55
MUSNI26	Crusader Archer, chainmail hauberk (1)	$0.55
MUSNI27	Crusader Foot Knight, swrd, shld (1)	$0.55
MUSNI28	Crusader Foot Knight with mace, shld (1)	$0.55
MUSNI29	Crusader Foot Knight w/spear & shld (1)	$0.55
MUSNI30	Crusader Heavy inf w/spear & shld (1)	$0.55
MUSNI31	Amored crossbowman (1)	$0.55
MUSNI32	Crusader Foot Knight w/swrd & shld (1)	$0.55
MUSNI34	Crusader General on foot, swrd,shld (1)	$0.55
MUSNI36	Crusader Foot Knight with axe (1)	$0.55
MUSNI37	Teutonic Foot Knight with mace, shld (1)	$0.55
MUSNI38	Crusader Foot Knight with sword,shld(1)	$0.55
MUSNI39	Teutonic Foot Knight with sword,shld (1)	$0.55
MUSNI40	Teutonic Foot Knight with lance,shld (1)	$0.55
MUSNC01	Mtd Norman Caballarii (c 850 AD) (1)	$1.10
MUSNC02	Mtd Norman Knight w/lance & shield (1)	$1.10
MUSNC03	Mtd Norman Knight w/lance & shield (1)	$1.10
MUSNC04	Mtd Norman Retainer, medium cav (1)	$1.10
MUSNC10	Mtd Crusader Turcopoles firing bow (1)	$1.10
MUSNC11	Mtd Crusader Turcopole with javelin (1)	$1.10
MUSNC12	Mtd Norman CinC (1)	$1.10
MUSNC13	Mtd Crusader Templar Knight (1)	$1.10
MUSNC14	Mtd Crusader Hospitaller Knight (1)	$1.10
MUSNC15	Mtd Crusader Hospitaller Knight w/swrd	$1.10
MUSNC16	Mtd Crusader Sergeant w/lance (1)	$1.10
MUSNC17	Mtd Crusader Knight with lance/shld (1)	$1.10
MUSNC18	Mtd Crusader Brotherknight (1)	$1.10

1300s - 1500s AD Medieval Europe

True 15mm metal miniatures available separately

MUSMD01	Unarmored English Longbowman (1)	$0.55
MUSMD02	Armored English Longbowman (1)	$0.55
MUSMD03	Unarmored Welsh Longbowman (1)	$0.55
MUSMD04	French Crossbowman (1)	$0.55
MUSMD05	Genoese Crossbowman (1)	$0.55
MUSMD06	French Archer with bow (1)	$0.55
MUSMD07	Welsh Knifeman, long knife & shield (1)	$0.55
MUSMD08	Welsh Spearman, spear & shield (1)	$0.55
MUSMD09	False French Town Militia. spear.shield	$0.55
MUSMD10	Brigand with 2handed weapon (1)	$0.55
MUSMD11	Heavily Armored English Longbowman	$0.55
MUSMD12	Foot Knight with mace & shield (1)	$0.55
MUSMD13	Foot Knight with axe (1)	$0.55
MUSMD14	Foot Knight with sword & shield (1)	$0.55
MUSMD15	Billman (1)	$0.55
MUSMD17	Mounted EHK Men-at-Arms (1)	$1.10
MUSMD18	Mounted Household Men-at-Arms SHK	$1.10
MUSMD19	English Lesser Mtd Men-at-Arms HC (1)	$1.10
MUSMD20	French/Continental Mtd M-at-Arms SHK	$1.10
MUSMD21	French Mounted Sergeant HC (1)	$1.10
MUSMD22	Mounted Hobilar with Lance (MC) (1)	$1.10
MUSMD23	Mounted Archer/Longbowman (1)	$1.10
MUSMD24	Later Mounted Man-at-Arms SHK (1)	$1.10
MUSMD25	Later Mounted Man-at-Arms SHK (1)	$1.10
MUSMD26	Retinue Armored Billman (1)	$0.55
MUSMD27	Retinue Armored Longbowman (1)	$0.55
MUSMD28	Mounted Shire Levy Hobilar MC (1)	$1.10
MUSMD29	Shire Levy Billman (1)	$0.55
MUSMD30	Burgundian Handgunner (1)	$0.55
MUSMD31	Irish Kern Light Infantry (1)	$0.55
MUSMD32	Mounted Retinue Billman (1)	$1.10
MUSMD33	Mounted Retinue archer with longbow	$1.10
MUSMD34	Burgundian Armored Pikeman (1)	$0.55
MUSMD35	Mounted. armored crossbowman (1)	$1.10
MUSMD36	Mounted CinC or Sub-general (1)	$1.10
MUSMD43	Later Men-at-arms on foot with sword (1)	$1.10
MUSMD44	Later Men-at-arms on foot with sword (1)	$1.10
MUSMA03	Medium Bombard & Crew	$8.25
MUSMA02	Small Wheeld Bombard & Crew	$5.50
MUSMA01	Organ Gun & Crew	$5.50
MUSMA04	Small Wheeled Mantlets (4)	$5.50

15mm Equipment

By Museum or Irregular Miniatures

MUSPH01	Pack Horses (3)	$2.20
MUSAC80	Pack Camels (3)	$5.50
BAABAA1	Sheep (3)	$1.10
MOOMOO2	Cows (2)	$1.30
GRUNT3	Pigs (3)	$1.10
BLEAT4	Goats (3)	$1.10
SNORT5	Bison (2)	$1.30
SPITSPIT6	Pack Camel (1)	$1.30
SPITSPIT7	Camel (1)	$1.10
RAWHIDE8	Long Horn Cattle (2)	$1.30
MEHMEH9	Lambs (4)	$1.10
WOOF10	Labrador (it's a dog)	$0.55
GROWL11	Alsatian (it's a dog too)	$0.55
HUMP12	Pack Mules (2)	$1.30
PHEW13	Mules (2)	$1.10
GEEGEE14	Horse (2)	$1.10

15mm Peasants

By Irregular Miniatures

Female Peasant on Foot	$0.55
Priest on Foot	$0.55
Woodsman on Foot	$0.55
Shepherd on Foot	$0.55
Nouveaux Rich Peasant on Horse	$1.10

15mm Defenses

By Irregular Miniatures

Earthern Bank with Wooden Palisade 40mm wide	$4.00
Wooden Palisade 40mm wide	$1.30
Stone Parapet with Stone Wall 40mm wide	$4.00
Stone Wall 40mm wide	$1.30
Earthern Ditch 40mm wide	$4.00
Medieval Tent 35mm wide	$4.00

DBM Metal Bases

2mm thick, flat metal bases with vertical sides and sharp corners & edges

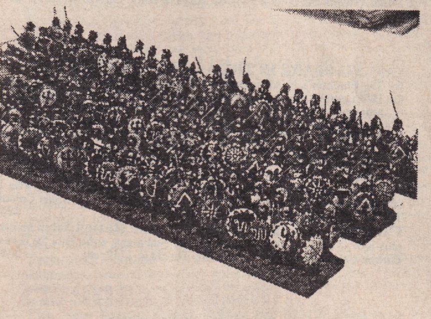
15mm x 40mm (for use with 15mm scale)	$0.55
20mm x 40mm (for use with 15mm scale)	$1.10
30mm x 40mm (for use with 15mm scale)	$1.65
40mm x 40mm (for use with 15mm scale)	$2.00

AB ANCIENTS

The best ancients figures I've seen, by far, but around 19mm tall.

Ancient Greeks

ABGR1	Front Rank Hoplite (1) 2 types	$0.70
ABGR2	Rear Rank Hoplite (1) 2 types	$0.70
ABGR3	Front Rank Spartan (1) 2 types	$0.70
ABGR4	Rear Rank Spartan (1) 2 types	$0.70
ABGR5	Nude Hoplite (Boetian/Theban) (1) 2 types	$0.70
ABGR6	Cretan Archer (1) 2 types	$0.70
ABGR7	Spartan Officer (1)	$0.70
ABGR8	Hoplite Officer (1)	$0.70
ABGR9	Pipe Player (1)	$0.70
ABGR10	Horn Player (1)	$0.70
ABGR11	Thessalian Cavalryman (1)	$1.40
ABGR12	Athenian Cavalryman (1)	$1.40



My AB Spartans – took three years to paint!

Atlantic Ancients

HO Scale Soft plastic Ancient Figures, about 24mm tall

FXALT1 Ancient Egyptian Infantry (62 HO Scale figures) $17.00
Contains Axemen, Clubmen, Swordsmen, Spearmen, Archers, Guards, Negros.
FXALT2 Ancient Egyptian Chariots (6 HO Scale Chariots) $17.00
Contains 6 2-Horse Chariots, each with 2 crew. Horses have cloth armor.
FXALT5 Ancient Greek Infantry (64 HO Scale figures) $17.00
Contains one armored archer type, and 7 types of Hoplites, scale or bronze cuirass. Suitable for Trojan War, Early & Later Hoplite Greek.
FXALT6 Ancient Greek Cavalry (2 HO Scale Chariots, 8 Cavalry) $17.00
Contains 2 Trojan War chariots, and 8 Greek Cavalry.

HaT Ancient & Medieval Figures

HO Scale Soft plastic Ancient Figures, about 24mm tall

FXHaT8017	Roman Heavy Infantry: Princeps & Triari	$12.00
FXHaT8018	Roman Light Infantry: Hastati & Velites	$12.00
FXHaT8019	Carthaginian Spanish Infantry	$12.00
FXHaT8020	Carthaginian African Infantry	$12.00
FXHaT8021	Roman Cavalry	$12.00
FXHaT8022	Gallic Cavalry	$12.00
FXHaT8024	Numidian Cavalry	$12.00
FXHaT7014	Sherriff of Nottinham	$12.00
FXHaT7015	Robin Hood	$12.00

Eureka Miniatures Catalog

Eureka Miniatures are currently putting together a brand new catalog, as the last one was produced in 1997. The new catalog will include all of their recent additions plus all their other stock lines. As you may or may not know, Museum, Irregular, AB, and Full Thrust miniatures are all cast here in Melbourne under licence by Eureka Miniatures. Eureka Miniatures also produce a magnificent half an inch thick catalog, which contains hundreds and hundreds of black and white photographs of almost all the massive range listed in the catalog. We are proud to announce that we are now offering the entire Eureka Miniatures range. Simply buy this catalog, have a look at the photos, and order the codes from us as per usual, pay for the titles according to the price code at the begining of the catalog, and we will send the items to you. Please note that most items ordered from the Eureka Miniatures catalog may take one week for delivery (or longer if it is a *really* big order. All Eureka orders are cast-up specially for us, and normally delivered to us on the following Monday.) *Please also note that when ordering "100 piece armies" etc from this catalog, that a horse and rider counts as two pieces, even if moulded in one piece.*

Eureka Miniatures Catalog *Due July '00* **$16.00**

Eureka Miniatures AB Catalog **$4.00**
The first part of Eureka's new miniatures catalog to be ready is their AB range, which is around 30 pages long, with B&W photos of the figures.

BATTLE HONORS

By Tony Barton

These are the best Polybian/Camillan/Republican 15mm Romans I have seen. I took one look at the figures, and immediately hunted down the supplier in England, bought myself the army, and decided to run the figures in this catalog too. All the shields are separate, as are most of the pilum and spears. Stick the shields at slightly different angles, and the figures look alive. *(Minimum order is ten packs. Allow three weeks for delivery.)*

Polybian Roman

RO1	Velite with separate shield & javelin (8)	$5.95
RO2	Hastati/Poor Princeps, standing with pilum, square armor (8)	$5.95
RO3	Hastati/Poor Princeps, throwing pilum, square armor plate (8)	$5.95
RO4	Princeps (or Triarii), mail shirt, standing with spear (8)	$5.95
RO5	Triarii Kneeling to receive charge, mail shirt, spear, (8)	$5.95
RO6	Infantry Command Group (5)	$5.95
ROC1	Roman/Italian Cavalry, mail shirt, javelin, shield (3)	$5.95
CGC6	Use as Roman Mounted Command (3)*	$5.95

* Actually Carthaginian mounted command group.

Carthaginian

CG1	Citizen Infantry (8) (Auxilia)	$5.95
CG2	Citizen Infantry (8) (Auxilia)	$5.95
CG3	Libyan Spearmen (8) with long thrusting spear	$5.95
CG4	Hannibal's Veteran Spearmen (8) with long thrusting spear	$5.95
CG5	Libyan Javelinmen (8)	$5.95
CG6	Numidian Javelinmen (8)	$5.95
CG7	Spanish Scutarii (8)	$5.95
CG8	Balearic Slingers (8)	$5.95
CG9	Spanish Javelinmen (8)	$5.95
CG11	Carthaginian Infantry Command (5)	$5.95
CGC1	Poeni Carthaginian Cavalry (3)	$5.95
CGC2	Libyan Cavalry (3)	$5.95
CGC3	Spanish Cavalry (3)	$5.95
CGC6	Carthaginian Mounted Command (3)	$5.95
CGC7	Hannibal and Two Companions (3 mounted)	$5.95
CGC9	Elephant & Crew (this is a *huge* elephant)	$20.00

Ancient Greek

GR7	Thracian Peltast (8)	$5.95
GR9	Stone Thrower (8)	$5.95
GR10	Thessalian Javelinmen (4 with shield, 4 with no shield.)	$5.95

Days of Knights

Chipco **Days of Knights** Chipco's simple, brief medieval rules, from 1250-1500 AD. Includes army lists for the more important armies of the day, rules for generating special characters, can be used with 15mm or 25mm figures, rules for holy relics, army standards, omens, portents; movement & combat based on previous Chipco miniatures games. **$24.00**

Tactica

QUA **Tactica Ancient Rulebook** A set of ancient rules using the Tactica system, by Arty Confliffe. Includes army lists of the more common beligerants, heaps of great color photos. **$27.00**

QUA **Tactica Medieval Rulebook** A set of medieval rules using the Tactica system, by Arty Confliffe and Ed Regendahl. Includes 27 army lists, siege rules, campaign rules, scenarios, tournament rules.... **$30.00**

Revenge

EHQ **Revenge** Miniatures rules for the Age of Chivalry, 500 AD – 1500 AD. These are easy to learn rules specifically written for warfare in the Middle Ages. Actually contains three sets of rules: *Deus Vult* is a set of rules that gives you the same tactical problems faced by Charlemagne and Henry V; *Into the Breach* lets you storm a castle as did Richard the Lionheart, or hold the walls as a resolute and brave knight; *Sluys*, a set of naval rules. Crusade against the Saracens or Turks, face the Mongol hordes, and carve out a lordship for yourself. **$40.00**

Renaissance

D.B.R.

WRG **DBR Wargames Rules for Renaissance Battles** The DBM rules converted at last to the Renaissance period, covering the period 1494 - 1700 AD. These are the simplest set of Renaissance rules available, while retaining the full feel and generalship of 16th & 17th century battle. No order writing of record keeping is necessary. Troops are defined according to their battlefield function. Some troops classes are the same as DBM, with some dropped, some changed, and others added. The rules recreate an era of cumbersome and slow formations. Troop types include Lancers, Pistoliers, Sipahis, Light Horse, Camelry, Dragoons, Pikes, Shooters, Blades, Bows, Warband, Hordes, Artillery, etc. The game is extremely fast moving. **$17.00**

DBR. ARMY LISTS BOOK 1 Covers the Great Italian Wars; the Valois-Hapsburg-Tudor Wars; Armies of the Turkish Wars; Armies of the Chinese and Japanese Wars;; Armies of the Americas, and Armies of the Reformation. **$17.00**

DBR ARMY LISTS BOOK 2 This book has army lists covering the early European northern wars, the Thirty Years War and Great Rebellions and the Moghul Conquest of India. **$17.00**

DBR ARMY LISTS BOOK 3 Armies of the Eastward Colonial Expansion and of the European Enlightenment. **$17.00**

DE BELLIS CIVILE Scenarios for English Civil War battles using DBR, by WRG, set in 1642-43. Contains 18 battle scenarios which range from minor skirmishes to major battles such as Edgehill and the first battle of Newbury. This battles cover the early part of the war, before the New Model Army. Include background and army lists for each battle. **$17.00**

DE BELLIS CIVILE 1644-1654 Scenarios for English Civil War battles using DBR, by WRG, set in 1644-54. This volume covers a number of small field actions and larger actions set at the end of the First Civil War such as Cropredy Bridge, Marston Moor and Naseby. **$17.00**

The Age of Gunpowder

CHIPCO **The Age of Gunpowder 1500 – 1700** A fun, fast play set of rules that takes around two hours to play with 120 figures per side. Complete army lists are included that cover all major and minor combatants of the period, including Samurai, Aztec, Conquistadors, French, Holy Roman Empire. The combat system portrays the interaction of pike and musket during the period. **$15.00**

Warfare in the Age of Discovery

EHQ **Warfare in the Age of Discovery** Miniatures rules for the Renaissance 1470 – 1680 AD. A set of intermediate level rules with extensive army lists covering the major armies of Europe covering the Italian Wars through to the Religious Wars. Also how to create scenarios and generate terrain. A mapless campaign system links battles together. Also army lists for 30 Years War, English Civil War, etc. **$33.00**

18th & 19th Century

Chef De Bataillon

EMP **CHEF DE BATAILLON**
A rules system that portrays tactical warfare in the Napoleonic period. With a fast moving pace, the rules make battles advance quickly to reach the crisis point - sometimes too rapidly for a complex plan. The rules fill a missing component in the entire spectrum of Napoleonic miniatures gaming - you have been able to fight major battles and even entire campaigns, but now you can re-fight regimental and brigade actions that occured within the large battles in a manner preivously unavailable. The rules vividly bring into life the capabilities of troops and weapons and the effects of terrain in a new and innovative way. With 196 page rulebook, 65 pages of charts & data, 2 counter sheets, etc. **$50.00**

Empire

EMP **EMPIRE**

By The Emporer's Headquarters. The comprehensive, illustrated EMPIRE rulebook carefully describes the proven Telescoping Time concept which allows you to accurately simulate a Napoleonic battle in the most time-efficient manner yet possible. You are cast in the role of a real corps or army commander, allowing you to synthesize grand-tactical decision-making with consideration of tactics. Detailed leader ratings allow personalities to function on the miniatures table like they did in real life. With detailed appendices that describe troop and leader ratings, morale, firepower, changing combat performance by campaign year, etc. **$50.00**

Empire Campaign System
Tired of having to adopt boardgames as rules for your miniatures campaigns? Not any longer! Now the Empire Campaign System brings you a Napoloenic campaign system designed exclusively with the miniatures wargamer in mind. The maneuvers into battle and pursuit thereafter all neatly tie together. With a large color map of Saxony, reduced scale game maps, campaign charts, rules, 520 counters, etc. **$15.00**

Eureka: Pirates

EUR **15 MEN The Pirate Skirmish Rules**
Designed for Hollywood style action and quick exciting games of piracy on the high seas, these rules require only 15 pirates per side and will give you many an evenings entertainment. (Photocopied production.) **$5.00**

'Avast' Range of 'Golden Age' Pirates

Exaggerated 28mm range of pirates made by Eureka miniatures

EURPS1*	Pirate with peg leg and eye patch (pictured below)	$2.00
EURPS1A*	Pirate with peg leg	$2.00
EURPS2	Pirate with foot on treasure chest	$2.00
EURPS2A*	Pirate with foot on treasure chest (pictured below left)	$2.00
EURPS3*	Pirate carrying barrel (pictured below right)	$2.00
EURPS3A*	Pirate carrying barrel	$2.00
EURPS4*	Pirate with dagger	$2.00
EURPS4A*	Pirate with dagger	$2.00
EURPS5*	Well dressed pirate advancing with pistol	$2.00
EURPS5A*	Well dressed pirate advancing	$2.00
EURPS6	Pirate with hook and sword	$2.00
EURPS6A	Pirate with sword	$2.00
EURPS7	Cur with pistol and belaying pin	$2.00
EURPS8*	Cur pointing	$2.00
EURPS9	Cur with blunderbus	$2.00
EURPS10*	Cur ready for action	$2.00
EURPS11*	Pirate 'laying gun'	$2.00
EURPS11A*	Pirate 'laying gun'	$2.00
EURPS12	Pirate pulling on ropes	$2.00
EURPS13	Pirate pulling on ropes	$2.00
EURPS14	Pirate with rammer	$2.00
EURPS14A	Pirate with rammer	$2.00
EURPS15	Powder Monkey (Cabin Boy)	$2.00
EURPS16*	Swashbuckling hero	$2.00
EURPS17*	Cur using two handed weapon	$2.00
EURPS18*	Pirate with peg leg and eye patch	$2.00
BargainPack	30 randomly assorted historical pirates	$50.00
EURPZ1	Zombie pirate (many variants)	$2.00
EURPZ2	Zombie pirate conjurer in eastern dress	$2.00

Pirates are supplied on slot style bases inscribed with wooden planks. Grass inscribed bases can be supplied instead if requested.
* Pirates so marked have one or two open hands, so that you can add a random weapon to their hand, to make greater variety.

Pirate Ship & Accessories

For the exaggerated 28mm range of pirates made by Eureka miniatures

PirateShip Pirate Ship $75.00
225mm x 175mm resin pirate ship, being just the one topmost deck . Comes with masts, railings, gratings, ships wheel and figurehead.
PirateSec Pirate Ship Extra Middle Section (to make the above longer) .. $25.00

Fire and Steel

WRG **FIRE AND STEEL**
Skirmish wargames rules for the period 1700 - 1900. The rules were written to provide a fast moving game, lasting from one to two hours. For two or more players, each with up to 8 figures. Gives troop specifications for Seven Years War and Napoleonic battles, Indian Mutiny against Colonial English, the American Civil War, Sudan Campaigns, American Indians, etc. **$13.50**

Flint & Steel

COA **FLINT & STEEL 1740 - 1789 RULES**
Brand new rules from Clash of Arms, being miniatures rules for the American Revolution and the Age of Reason. Suitable for 5mm, 10mm, 15mm, 20mm, 25mm or 30mm figures, and a sheet of top down figure stand templates is provided with the rules so that you can play even without owning any figures! The rules are comprehensive and play quickly, and give ratings and details for almost 700 individual American, British, German, French and Indian units from the American Revolution, as well as ratings on over 500 different types of units for 26 different armies between 1740-89. Performance data on over 50 kinds of artillery. **$40.00**

From Valmy to Waterloo

COA **FROM VALMY TO WATERLOO**
A game in which the grand tactical and tactical levels are defined but remain separate in play. On the grand tactical level the gamer must determine the overall objectives for the army, and on the tactical level, the player must then attempt to achieve these objectives with the figures he commands on the tabletop. As these rules reflect history, the gamer must learn the basics of tactical combat. The great advantage is that the rules will also, as you play them, teach you these historical tactics. Includes a 96 page rulebook (not too complicated!), 4 scenarios, cheat sheet book, 210 counters, 20 unit cards, templates. **$50.00**

Battles of the French Revolutionary & Napoleonic Wars Vol I Has 11 diverse scenarios ranging from 1797 to 1814, each with its own map, thoroughly researched Order of Battle, chain of command, victory conditions, and historical commentary. **$30.00**

In the Name of Glory

DM **In the Name of Glory Napoleonic Rules**
Grand tactical rules that are based on overall command & control and troop morale rather than the details of combat effecting individual troops. Smallest tactical unit is a Brigade of Infantry (consisting of a minimum of 4 elements). No re-basing of figures required. 30 pages. **$25.00**

Le Petit Empereur

CHIPCO **Le Petit Empereur** A fun, fast play set of rules that takes around two hours to play with 120 figures per side. Complete army lists are included that cover all major and minor combatants of the period. Also has unique national capabilities, a novel 'Moral Clock' system, simple and quick movement and combat resolution. **$15.00**

Napoleon's Battles

AVA **NAPOLEONS BATTLES**
Rules for grand tactical brigade-regimental warfare from 1792 to 1815. Includes unique mechanics that stress Command-Control & player interaction. One 15mm figure represents either 120 infantry or 80 cavalry, with 1 artillery base per battery. One turn = 30 minutes, one inch = 100 yards. Features an introduction (32 pages), a scenario book with 8 battles and DYO (48 pages), a rulebook with three complexity levels (36 pages), reference cards, templates, and 186 counters. Over 350 troop types, all nationalities, and 800 leaders are rated for their abilities. Counters are included for those without miniatures. By Avalon Hill. **$45.00**

Off to War

DM **Off to War Napoleonic Rules**
Each figure represents 20 foot or mounted, or 6 artillery. No re-basing necessary. Rules cover visibility, unit reaction-time tests, formations, interpenetration (skirmishers), detailed orders & changing orders, list of historical commanders & their C3 factor, various tables, etc. **$26.00**

Principles of War

POW **Napoleonic Principles of War**
Miniatures wargames rules for conflicts between 1792 and 1815. These rules feature a simple mechanism that emphasises command and control. For any scale, from 6mm to 25mm. There is no casualty removal. 1 inch = 100 yards for 6mm adn 15mm, 1 inch = 50 yards for 25mm. There are usually 12 - 18 turns a day. One unit of models represents one foot regiment of two or more battalions, a cavalry unit represents a brigade of two or three cavalry regiments, an artillery battery represents several batteries. Also has detailed army lists for most nations involved. Caters to 25mm, 15mm or 6-10mm.. **$30.00**

Shako

QUA **SHAKO**
By Arty Conliffe, who brought us *Spearhead* and *Tactica*. These are multi-level Napoleonic rules that allow you to fight mid-sized Napoleonic battles using infantry Battalions and Cavairy regiments. Or you can fight epic clashes like Waterloo using entire Divisions and Brigades. The command system emphasizes player generalship and rewards good planning. All major tactical doctrines are represented, so armies look and maneuver as they did historically. 20 Napoleonic army lists are supplied. Playable with any Basing System. Also includes Seven Years War with 9 army lists. **$35.00**

Fields of Glory 18 scenarios, including Spanish against French in 1808, Wellesley in 1808, Raab 1809, Austrians against Polish in 1809, the Russian Guard at Austerlitz, Plancenoit in Waterloo, Wavre 1815, etc. **$28.00**

They Died for Glory

QUA **THEY DIED FOR GLORY**
The Franco-Prussian War, 1870-71. This war ushered in a new era in warfare. Breachloading guns replaced outdated muzzle loading rifles. Breachloading Krupp artillery and the French machinegun made their appearances. Mass cavalry charges and assaults by columns of infantry resulted in huge casualties. Easy to learn and play, written especially for 15mm, players can build a division, corps or army. Eleven scenarios. **$28.00**

Warfare in the Age of Reason

EMP **WARFARE IN THE AGE OF REASON 2nd Ed**
By The Emporer's Headquarters, an easy to learn set of miniatures rules for the 18th Century. Tactical, campaign and siege sections can be used together or separately to let you refight battles from Marlborough to George Washington. The tactical rules use simple but in-depth mechanics to portray the fighting styles of the peroid. The elegant Campaign system is designed to keep book keeping chores to a minimum while allowing players to exercise grand strategy. With army lists for the campaigns of Marlborough, the Great Northern War, the Wars of Frederick the Great, the French and Indian War, the Jacobite Rebellions, and the American Revolution. Has 119 tactical maps and a campaign map of Europe, India, and American Colonies. This is the all new 2nd Edition. **$35.00**

Campaigns and Battles from the Age of Reason Seven scenarios plus how to create your own. 100 new tactical maps, army lists for Spain in Europe and the Americas, Prussia and Austria in 1757, etc. **$28.00**

15mm Buccaneers

Each figure has up to 6 variations

VB1	Buccaneer General/Captain	$0.55
VB2	Buccaneer Cimaroon with Musket	$0.55
VB3	Buccaneer with pistol and cutlass	$0.55
VB4	Buccaneer with musket held over the head	$0.55
VB5	Buccaneer with halfpike	$0.55
VB6	Bucanneer artillery crew	$0.55

Bucaneer Army 8 officers, 4 Cimaroons, 52 Musketeers, 32 pikemen, 46 men with pistol and cutlass, 2 cannons and crew $78.00

AB 15mm Napoleonics

AB offer the very finest in 15mm Napoleonic. Beautifully sculpted and detailed, each type comes in a number of variations. The number of variations on each code varies from type to type, and can range from 1 to 10 variations. When you order you will be supplied with a random selection of variations within that figure type.

If you want to see a complete list of all AB Napoleonic figures, please buy the **Eureka Catalog**, which has B&W photos of all the figures. $16.00

Napoleonic HaT Figures

1/72nd scale *hard*-plastic figures

FXHaT7013	Arabs	$11.50
FXHaT7012	French Foreign Legion	$11.50
FXHaT7006	Prussian Landwehr infantry (45 pieces - soft plastic)	$11.50
FXHaT7008	Waterloo French Infantry *Feb*	$11.50
FXHaT7009	Waterloo British Infantry *Feb*	$11.50
FXHaT8001	French Marmalukes (12 cavalry)	$11.50
FXHaT8002	Prussian Dragoons (12 cavalry)	$11.50
FXHaT8005	Prussian Uhlans (12 cavalry)	$11.50
FXHaT8006	Russian Cossacks (12 cavalry)	$11.50
FXHaT8007	Prussian Artillery (48 pieces)	$11.50
FXHaT8008	Brunswick Avante Guard infantry (45 pieces)	$11.50
FXHaT8009	French Dragoons (12 cavalry)	$11.50
FXHaT8010	Russian Artillery (48 pieces)	$11.50
FXHaT8011	French Light Lancers (12 cavalry)	$11.50
FXHaT8012	Russian Dragoons (12 cavalry)	$11.50
FXHaT8013	French Imperial Horse Grenadiers	$11.50
FXHaT8014	King's German Legion Cavalry	$11.50
FXHaT8015	Austrian Cuirassiers	$11.50
FXHaT8016	Russian Cuirassiers	$11.50
FXHaT8029	Napoleon French Chasseurs	$12.00

Tabletop Complete Armies

Napoleonic Army Starter Set **$79.95**
Warfare in the Age of Reason Rules, and over 100 15mm French & British excellent AB figures, incl. infantry, cavalry, artillery. Note that cavalry count as two figures, artillery count as several pieces.

19th Century

Battles for Empire

WAR **Battles for Empire 1870 - 1902**
Assisted by Arty Conliffe. A complete rules system for recreating the battles of British imperial conquest in miniature. Players command units of British regulars and trained colonial recruits, for fight against these invaders with Dervishes, Zulus, Pathans or Boers. No re-basing of figures required. Company sized units, integrated movement and morale system makes ambitious plans difficult to co-ordinate when under fire. **$35.00**

Brother Against Brother

HGW **Brother Against Brother**
American Civil War small action rules, also including optional rules for the French and Indian War. These skirmish rules are for resolving actions between company or smaller sized units. Rules for weapons and artillery have been kept basic. Has 19 cards and a few counters. **$29.00**

Fire & Fury

QUA **FIRE & FURY**
An innovative game system using miniature armies to recreate battles of the American Civil War. The game emphasizes playability without sacrificing historical accuracy. The rules offer everything you look for in a Civil War game, unit quality, leader effectiveness and casualties, morale, command control, weapons effectiveness, ammo supply, and fog of war. The basic combat unit is the brigade of infantry or cavalry. Has five scenarios. No remounting of figures is necessary. **$45.00**

Great Western Battles Scenario Book Seven new scenarios, with maps, special rules, historical background, order of battle. Scenarios are Shiloh 1862, Corinth 1862, Stones River 1862, Champion Hill 1863, Chickamauga 1863, and Atlanta 1864. **$30.00**

Great Eastern Battles Scenario Book At last we found this much sort after title! New scenarios, with maps, special rules, historical background, order of battle. Scenarios are First Bull Run 1861, Seven Pines 1862, Gaines' Mill 1862, Frayser's Farm 1862, Cedar Mountain 1862, Second Bull Run 1862 and Antietam. **$32.00**

Gunfighters, Gamblers & Villains

Dixon **Gunfighters, Gamblers & Villians of Old West**
16 page set of rules that are an exciting, fast moving game which can be played by 2 or more people. You need a tape measure, pack of playing cards and figures from the Wild West. Rules are simple and include character generation, wounds and injuries, weapons, dynamite, gunfight rules, etc. **$15.00**

Johnny Reb III

JOH **Johnny Reb III** 3rd Edition. Infantry uses a scale of one figure equals 30 men. This means that an infantry regiment of 16 miniature figures, being four stands of four figures per stand - represents a 480 man regiment. Each artillery piece represents one battery, with two or three crew, representing two or three sections within the battery. This version of the rules is greatly streamlined, with the vast array of tables and charts from previous editions being replaced with a system that required only one single sheet for almost all the info needed for play. The regiment is the basic building block of the rules. A simplification of combat and charge systems the play of much larger games are possible. 96 pages, 240 counters, 4 copies of the Quick Reference Chart. **$40.00**

Mr Lincoln's War

WAR **Mr Lincoln's War**
Written with the assistance of Arty Conliffe. Focuses the action on the tactical unit of the American Civil War – the Regiment. You play the role of a brigade or divisional commander. Includes a point system, no re-basing of existing figures required, quick battle resolution, 15 diagrams, a 5 minute turn sequence, gives command control problems common to this war. **$32.00**

Patriots & Loyalists

WAR **Patriots & Loyalists**
Written with the assistance of Arty Conliffe. A regimental-level game for the American Revolution which allows players to focus on battle plan execution, and to control armies as if they were Washington or Howe. Emphasizes morale and its effects on maneuver ability, unit cohesiveness in the face of enemy fire, and reactions to enemy activity. Minimal charts and factor calculations permit players to finish battles in a single evening. With scenarios. No re-basing of figures is required. Has point values for all units. Also covers the French and Indian War. **$32.00**

Principles of War

POW **Principles of War Waterloo to Mons**
Miniatures wargames rules for regular and colonial conflicts in the 19th Century, from the end of the Napoleonic wars to the beginning of WWI. These are a complete set of rules, which again emphasise command & control. Has army lists for the major nations between 1870-80, and a selection of colonial armies, such as zulu and American Indian. New weapons include machine guns. **$27.00**

Colonial Army Lists 1838 – 1915 Covers early, high and late colonial periods, with lists for Afghans, Boers, Japanese, Sikh, British, French, Mexican, Spanish, American Indians, Zulu, Peking, etc. **$18.00**

Continental Army Lists 1820 – 1869 Army lists cover Greece, Russia, Turkish, Austrian, British Crimean, Russian Crimean, US Union and US Confederate, US Cavalry, etc. **$18.00**

Continental Army Lists 1870 – 1915 & Russian Civil War Covers the late 19th Century Continental armies pre-WWI, Continental armies during WWI, and the Russian Civil War. **$18.00**

Stars 'N ` Bars

EMP **STARS 'N' BARS**
3rd Edition. This is The Emporer's Headquarters exciting, accurate and comprehensive rules system for simulating the American Civil War. Each player controls entire brigades, divisions adn even corps-sized formations. This is possible by the use of the proven Telescoping Time Concept. The personality rating system makes the historical personalities come alive. You are challenged to play their role and are confronted with the problems that were once those of Robert E Lee, George A Custer, etc. You now lead the famous brigades, divisions, and corps and refight the epic battles of this war. Includes comprehensive rule book, counter sheet, play aid cards. **$24.00**

The Civil War Maps Contains four huge full color maps of those parts of North America involved in the Civil War. Also has simple campaign and movement rules, with dot to dot movement system, railroad and roads, cities, etc. **$60.00**

Warpaint

EMP **WARPAINT Cavalry & Indian Wars**
This is a popular recent release by The Emporer's Headquarters. Warpaint is s set of rules specifically designed for 25mm figures (but can be used with 15mm) that enables you to recreate the endless battles and skirmishes that characterized the frontier that was the American Wild West. It features a quick play system that will not bog the gamer down, while still retaining much of the flavor of the period. The rules are written at a scale of 1 figure represents 5 cowboys or Indians, but an advanced option lets you play 1 to 1 scale, so that you can relive battles such as the OK Corral. Thirteen scenarios split between both scales will have you fighting Indians, surrounding Custer, defending wagon-trains, and resolving gun fights. **$24.00**

25 Piece 15mm Indian Army Pack	$15.00
25 Piece 15mm US Cavalry Army Pack	$15.00
50 Piece 15mm Indian Army Pack	$27.00
50 Piece 15mm US Cavalry Army Pack	$27.00

(Note, mounted Indians & Cavalry count as 2 pieces)

HaT8004 Union Zouves infantry (45 pieces, 1/72nd scale, plastic) $11.50

Zouave Magazine

Zouave Magazine Issue # 50 **$11.00**

Magazine of American Civl War History & Miniature wargaming. Has a Fields of Honor scenario using a regimental scale, a review of various terrain accessories available, review of a new range of figures.

Complete Armies

American Civil War Starter Set **$85.00**
Includes a popular set of US Civil War Miniatures Rules, and over 100 excellent 15mm AB figures, with Union and Confederate soldiers, including infantry, cavalry & artillery. Note that cavalry count as two figures, artillery as several.

Zulu Wars Army Starter Set **$69.95**
Fields of Honor Rules, and 100 15mm Zulu and British Colonial figures, made by Irregular Miniatures. Note that cavalry count as two figures.

WW1, 2 & Modern

Battleground WWII

EE **BATTLEGROUND WORLD WAR II**
An extremely detailed set of skirmish World War II rules. In a 3-ring binder, includes 120 pages of rules, individual tank charts which include four 'to-hit' diagrams per tank, with 20 hit locations per diagram; stats for German, Russian and American tanks, guns, artillery and infantry small arms; scenarios, rules for snipers, engineers, ramming; templates, counters. **$55.00**

ISLANDS OF GLORY Campaign pack covering combat between American Leathernecks and GIs against the Japanese, including: Pacific War rules such as Banzai charges, jungle fighting, Japanese tank charts, beach landing rules, flamethrowers, tree snipers, booby traps, etc. **$55.00**

CRUSADE FOR EMPIRE Campaign pack covering the battles in North Africa between the British, Afrika Korps and Italians. Includes British and Italian tank, infantry and artillery charts, desert rules, etc. **$45.95**

Men of Honor Presents five Germand and five American heroes, with new rules for heroes and cowards, new 'heat of battle' rules, 10 detailed hero sheets, 10 historic scenarios for the heroes presented. **$35.95**

Normandy Nightmare Furious combat around St Lo during the D-Day landings. With advanced bocage rules, 11 scenarios, dozer tank, etc. **$27.95**

Panthers East Scenario pack following the service history of the various Panther variants such as D, A, G, F, on the Eastern Front. 10 scenarios, eight new tank charts, rules for mud, snow and rain. **$27.95**

Red Devils in the Night Scenario pack covering combat between the British 6th Airborne Division and Germans, June 5th 1944. Covers British airborne weapons, night rules, 12 scenarios, unique personality rules. **$27.95**

Tankers Challenge Has 36 detailed two-page tank charts for American, German and Russian tanks. Also a mini-game of tank versus tank. **$27.95**

Battleground Miniatures

32mm metal figures, with slotta bases

EEE2004	American .30 cal Team Includes .30 Cal MMG team firing, and on the move. (6 figs + MMG)	$29.95
EEE2005	American Anti-Tank Team Includes 5 figures – 2 bazookas, 2 loaders, 1 man with rifle grenade.	$25.95
EEE2006	American Heroes: Men of Honor Includes 5 figures – 1 with MMG, others with variety of other weapons.	$25.95
EEE3006	German Heroes: Men of Honor Includes 5 figures with a variety of weapons.	$25.95

Challenger 2000

TAB **CHALLENGER 2000**
This new version of Challenger is both updated and revised, making a must for all modern miniatures gamers. Changes include new move sequence, new morale, Explosive Reactive Armor, new missiles, etc. The rules cover battlegroup combat from 1950 to 2000's. Each micro-scale (1/285th or 1/300th) miniature in the game represents one AFV, weapon, for man. The 66 page rulebook includes reference charts, a beaten-zone template & 170 markers. The popularity of this product is due to it's comprehensive detail & excellent tactical integration of the combined-arms doctrine. Mechanics cover the command network, communication, multirole ordinance, electronic & NBC warfare, engineering, helicopter operations, air support, and much more. **$25.00**

Modern Equipment Handbook **$25.00**

Modern Equipment Handbook # 2 **$25.00**

Command At Sea

NO SAILOR BUT A FOOL Coastal Actions in WW II A 64 page book with 210 counters representing ships from motor boats to battleships and aircraft, shore batteries, shore installations, amphibious assault troops. "No sailor but a fool fights a fortress." Said Sir Horatio Nelson. But in WW II some had to be fought. So this book has seven scenarios including Oslo 1940, Operation Sea Lion, etc. You must own CommandAtSea or Supermarine I. **$27.00**

Painters Guide to World War II Naval Camouflage 54 page book combining descriptions and diagrams of the most important schemes and techniques of the American, British, French, German, Italian, Japanese, Russian, and other navies. **$30.00**

SUPERMARINA I This is a complete game of the War in the Mediterranean from 1941 - 1943, and portrays the struggle for naval supremacy in the Mediterranean Sea, the vital supply link for Axis forces in North Africa. With 24 scenarios from submarines verses convoys to battleships and cruisers slugging it out off Cape Teulada. The Data Annex book gives all the technical info. Several scenarios are highly suited to solitaire play. With 150 counters of Italian and British ships, 240 aircraft counters, 30 info counters, rules, dice, etc. **$70.00**

SUPERMARINA II Part II of the Mediterranean War, July 1941 to August 1942, portraying the struggle for naval supremacy in the Mediterranean the vital supply link for Allied and Axis forces in North Africa. Has over two dozen new scenarios. 70 page book. **$22.50**

The Naval SITTEP Issue 15 A magazine choc-a-bloc with stuff for Command at Sea and Harpoon. Includes scenarios, ship stats, Japanese mine sweepers, merchant ship data, ship charts, aircraft, etc. **$10.00**

The Naval SITTEP Issue 17 Includes a 'what-if' the French navy kept fighting in WW2, Japanese Cruisers, Italian Naval Radars in WW2. **$10.00**

Command Decision III

EHQ **Command Decision III**
The popular WWII rules by Frank Chadwick are back in an all new 3rd Edition. These rules lift WWII miniatures combat above the skirmish level and recreates battles from the battalion to division level. Emphasis is on command-level decision making, rapid movement, and quickly developing tactical situations. Technical accuracy has been improved over previous editions and features expanded weapons charts. Has basic rules, advanced rules, scenarios, campaigns, equipment & organisation lists for France, Germany, Italy, Japan, Poland, UK, USA and USSR. **$60.00**

CrossFire

QUA **CrossFire**
By Arty Conliffe, who brought us *Spearhead*. This is an extremely innovative new set of WWII miniatures rules for Company Level WWII gaming, for 1/76th or 1/300th scale, which do not use rulers or game turns! So put away your rulers and prepare for WWII gaming as it ought to be - fast paced, challenging and fun. No fixed game turns - the player who has initiative keeps moving units until one of his actions fails, due to the opponent suppressing or killing one of his units, and then the opponent has initiative. Combat mechanics simulate interplay of fire and movement with a Command System that represents unit flexibility. Emphasis is on infantry. Includes 53 company level organisations for ten nationalities, 120 guns and vehicles, a scenario generator, point values, etc. Great! **$32.00**

Hit the Dirt Battle across Europe from the earliest days of Barbarossa, from the beaches of Normandy, and in France and Italy. 21 scenarios that focus on bitter, close-fought actions between small units of men, struggling for the next village, the next hedgerow. You should see the maps! **$30.00**

Firefly

TAB **FIREFLY**
World War Two battlegroup actions for 1/300th and 1/200th scale miniatures, based on the *Challenger* rules. Rules cover pre-game recconaissance, detailed orders, command control including radius and loss of command control, target acquisition, weapons fire based on a D20, with guns rated for length of calibre; direct and indirect area fire, aircraft operations, night fighting, a template for artillery fire, counters, and 45 army lists, covering all the weapons, armored fighting vehicles, and army lists, of all main beligerants of WW2. I can't say much for their calculations of tanks' armor thicknesses, however - sloped armor has not been taken sufficiently into account. Regardless, these are popular rules. **$16.00**

Harpoon 4

COA **HARPOON 4**
The Harpoon boxed game. **$90.00**

Harpoon Rules The rules that come in the game. **$26.00**

Harpoon 4 Quickstart Rules Same as in the game. **$16.50**

Harpoon 4 Data Annexes Same as in the game. **$27.00**

Harpoon 4 Players Handbook The booklet contains the charts and tables used with the Harpoon 4 rules. To speed play, they have all been collected into this one booklet. **$13.50**

Sea of Dragons Concerns conflicts among 16 nations of the Pacific Rim. Brief introduction to the political and economic aspirations of those nations. 26 scenarios, many suitable for solitaire play. Fleet and airforce lists with all the platforms serving those nations, plus those currently under construction. Huge data annex. Two book set. **$80.00**

White Ensign Discusses each conflict in which Royal and Commonwealth naval forces were involved from 1960 to the present day, including Yemen, Kuwait 1961 and 1990, Iceland, Falklands (twice), Borneo, etc. All ships and planes are also listed in the data annex. **$35.00**

Hostile Aircraft

GTE **HOSTILE AIRCRAFT**
Fast paced miniatures rules for aerial combat, 1915-1920, for 1/285th scale model aircraft. The rules cover 306 different types of aircraft, including fighters, reconnaissance, bombers, seaplanes, used by all the major beligerants in WWI. Fight one on one duels or up to large dogfights. Planes are moved up and down stands to show their altitude in combat. Includes 2 miniatures, the Fokker Dr I Triplane and Sopwith F.1 Camel, and 2 adjustable stands. **$65.00**

Offensive Patrol Contains 101 historical scenarios recreated from actual fights taken from autobiographies, flight reports, etc. **$37.00**

Squadron Record Book Contains pre-printed aeroplane control sheets for over 100 planes. Also model conversion tips. **$37.00**

Panzerfaust-Armored Fist

JED **PANZERFAUST-ARMORED FIST**
This is a reprint of the 1987 3rd Edition. The author's have reprinted the game due to it still being the most comprehensive rules available for WW2. Useable with 1/300th, 1/76th or 15mm scales, these rules have a 1:1 ratio. Each infantry figure represents one man. As such, these rules are extremely detailed, but are easy to use so you can use them for skirmish games to battles between opposing battalions. There are 23 pages of tank and gun charts, with every gun and tank described by footnotes, and 25 pages of unit organisations and equipment, including rariety factors. There are point values given for all troop types and equipment, and the nations covered are Belgium, Britain, Finland, France, Germany, Hungary, Italy, Japan, Poland, Rumania, Soviet, US Europe and US Pacific. Rules cover observation, weather, night fighting, rivers, cavalry, varying troop types, hand thrown weapons, truck mounted guns, spaced armor, direct and indirect fire, smoke, mines, fortifications, amphibious operations, airborne operations, and a simple vehicle painting guide. **$19.00**

Red Baron

EHQ **RED-BARON**
The first set of WWI air miniatures rules to combine historical accuracy with an easily playable rules system. Game aids printed on heavy card stock give players important information. Any mistake players make could be their last. Rules cover multiple maneuvers and tailing, aces, legendary aces, rookies, mid-air collisions, fixed & pivoting guns, stalls, spins; ratings in over 20 categories for all 46 types of WWI planes currently available as miniatures. **$28.00**

Shipbase III

CHI **Shipbase III Computer Assisted Naval Rules**
Tactical naval combat 1890-1945. These are computer-assisted naval miniatures rules, by Critical Hit, intended for use with miniature ships and aircraft. The computer program handles all the record-keeping, dice rolling and technical research, allowing the players to concentrate on tactics. Scenarios can be played with a handful of ships, up to fleets or hundreds of ships. The database has 881 ship types. 18 nations are supported. Players can create their own scenarios. Also has 48 page rulebook, The Book of Ships with 5,500 ship names, over 200 counters in case you don't have miniatures. *IBM Requires: 3.5" or 5.25" FDD, 386, hard disk, CGA,EGA,VGA or SVGA.* **$80.00**

Spearhead

QUA **SPEAR HEAD**
By Arty Conliffe, who also brought us *Tactica*. This is a complete set of rules that simulate division-level tactics of WW2. The emphasis is on commanding a multi-battalion force, and all game mechanics serve that priority. Each model or stand of infantry represents a platoon. National differences are reflected. The key reasons for the German tactical superiority lay in their fighting system and training, not inbetter equipment. In *Spear Head*, the German player controls a flexbile system which can adapt more easily to the ever changing battlefield. Conversely, a Russian player employs a less flexible command structure. In this game, players must plan their battle carefully, because they cannot change bad plans quickly. Includes one rule book, one Troop Organisation and Equipment book, and several data cards, with all rules, charts, and troop types of all nationalities who fought in Europe or Africa. **$42.00**

Blaze Across the Sand 21 scenarios cover the three major periods of the Desert Campaign, the campaigns of 1941; 1942 starting with Rommel's January counter-offensive, and 1943. Each scenario challenges you with tactical problems faced by your real-life counterpart. Special rules for massive minebelts, etc. Written for *Spearhead* but can be used with any WWII rules set. **$30.00**

Where the Iron Crosses Grow 21 Eastern Front scenarios for the Eastern Front, WW2. Begins in 1941 in the opening days of Barbarossa and continues to present players with challenges faced by their historical counter-parts throughout the 4 years of war. **$30.00**

White Star Rising 17 scenarios cover the war in the West from the Normandy landings to the lst organised resistance behind the Rhine. As the outnumbered Germans, can you stem the tide of Allied forces? **$30.00**

1/300th Scale Crater Pack (20 craters, various sizes) $6.00
Cast in a light brown or grey, just needs dry brushing with acrylics, made of rubber urathane.

WW2 & Modern Miniatures

HaT Plastic Infantry – 1/72nd Scale

FXHaT7001	WW1 German Infantry (45 pieces)	$11.50
FXHaT7002	WW1 British Infantry (45 pieces)	$11.50
FXHaT7003	WW1 French Infantry (45 pieces)	$11.50
FXHaT7004	WW1 US Infantry (45 pieces)	$11.50
FXHaT7007	WW2 Italian Infantry (45 pieces)	$11.50

PST Plastic Kits – 1/72th Scale – made in Russia – very nice!

FXPST01	Soviet WW2 JS-1 Heavy Tank	$25.95
FXPST02	Soviet WW2 JS-2 1943 Model Heavy Tank	$25.95
FXPST03	Soviet WW2 JS-2 1944 model Heavy Tank	$25.95
FXPST04	Soviet WW2 JSU-152 Tank Destroyer	$25.95
FXPST05	JSU-122 Tank Destroyer	$25.95
FXPST06	JSU-122 S variants of each.	$25.95
FXPST07	JSU-152-1 variants of each.	$25.95
FXPST08	KV-2 with 122mm gun	$25.95
FXPST09	KV-85	$25.95
FXPST10	KV-8 Flametank	$25.95
FXPST11	KV-1E	$25.95
FXPST12	KV-1A	$25.95
FXPST13	KV-1B	$25.95

AER Plastic Kits – 1/72th Scale – made in Russia – very nice!

FXAE01	Soviet WW2 Zis-5 Truck	$11.95
FXAE02	Soviet WW2 Zis-5V Truck	$11.95
FXAE04	Soviet WW2 Zis-6 Truck	$11.95
FXAE05	Katyusha Rocket Launcher on Truck	$11.95
FXAE06	Soviet WW2 SU-122	$11.95
FXAE09	Soviet WW2 T-34/85 Medium Tank	$11.95
FXAE10	Soviet WW2 SU-100 Tank Destroyer	$11.95
FXAE14	Soviet WW2 SU-85 Tank Destroyer	$11.95

Tabletop Complete Armies

WW II Micro Starter Set: USA Vs German **$64.95**
Panzerfaust Rules, and 45 Irregular 1/300th tanks, & 2 dice.

WWII Micro Starter Set: Russian Vs German **$64.95**
Panzerfaust Rules, and 45 Irregular 1/300th tanks, 2 dice.

Modern Micro Starter German Vs Soviet **$64.95**
Challenger 2000 rules, and 35 Irregular AFVs, 2 dice.

Modern Micro Starter USA Verses Soviet **$64.95**
Challenger 2000 rules, and 35 Irregular AFVs, 2 dice.

Fantasy

Advanced Dungeons & Dragons

New range of 30mm AD&D Figures by Wizards of the Coast

WIZ40000	PALADIN (MALE)	$5.95
WIZ40001	CLERIC (MALE)	$5.95
WIZ40002	HALFLING THIEF (MALE)	$5.95
WIZ40003	ELVEN FIGHTER (MALE)	$5.95
WIZ40004	FIGHTER (MALE)	$5.95
WIZ40005	DWARVEN FIGHTER (MALE)	$5.95
WIZ40006	FIGHTER (FEMALE)	$5.95
WIZ40007	BUGBEAR (MALE)	$5.95
WIZ40008	HOBGOBLIN (MALE)	$5.95
WIZ40009	LESSER VAMPIRE	$5.95
WIZ40010	DWARVEN CLERIC (MALE)	$5.95
WIZ40011	ELVEN THIEF (FEMALE)	$5.95
WIZ40012	EVIL MAGE (MALE)	$5.95
WIZ40013	BARBARIAN (MALE)	$5.95
WIZ40014	ORC (MALE)	$5.95
WIZ40015	CARRION CRAWLER (MALE)	$7.95
WIZ40016	CYCLOPS (MALE)	$9.95
WIZ40017	RED DRAGON	$13.95
WIZ40018	OGRE (MALE)	$13.95
WIZ40019	MINOTAUR	$13.95
WIZ40020	HILL GIANT (MALE)	$19.95
WIZ40021	ETTIN (MALE)	$19.95
WIZ40022	FIRE GIANT (MALE)	$19.95
WIZ40023	GOOD MAGE (MALE)	$5.95

ADVENTURE AREAS

PGN **Adventure Areas Series One**
Includes everything you need to build an infinite variety of Interior adventure settings. This is the perfect tool for miniatures games, providing players with 10 unique sheets of floor sections divided into a grid for easy cutting to make rooms, corridors and obstacles. Also included are sheets with special features such as pits, chasms, rope bridges, and trap-doors. As an added bonus, also has the GRIT basic system, which is a complete set of easy to learn miniatures combat rules useable in any time period from ancient to present. **$20.00**

BLOOD BOWL

GW **BLOOD BOWL New Edition**
The popular fantasy football game is back in an all new edition. Across the length and breadth of the Warhammer World teams of armored warriors battle to the death in great arenas. The Dwarfs in their mountain halls, Goblins in sewers, all these and more field Blood Bowl teams that play for the glory and honor of their race. Massive crowds cheer on their favorite teams and star players rise to fame and glory as the meanest, toughest players in the world. Includes 24 Citadel plastic miniatures, being the Gouged Eye Orcs team and the Reikland Reavers human team. Also has a mounted mapboard of the playing field, 4 plastic footballs, Blood Bowl Handbook, Painting Guide, 50 sheet pad of team rosters, 2 team cards, 4 star player cards, heaps of color counters and templates, 6 dice, & range ruler. Please note that *no* rules have been changed, though the rule book has been expanded, and many components are the same as the previous edition. **$90.00**

DEATH ZONE Team lists, background info and special rules are included for six new races, allowing players to field goblin, chaos, undead, wood elf, halfling and chaos dwarf teams. Also 18 Star Player cards. The League Rules allow players to coach their team to the top of the league. Over 100 new Special Play cards, you can add apothecaries and wizards to teams, to heal the injured or blast the other team with magic spells. **$45.00**

BLOOD BOWL COMPENDIUM Vol 2 The second magazine/journal dedicated to Blood Bowl. 80 pages, including Snotling Pump Wagon, Goblin Doom Diver; the Norse in Blood Bowl, Chaos teams, strategical and tactical advise, Orc teams, etc. **$14.50**

Blood Bowl Miniatures

CIT976904	THE GRUDGE BEARERS	$45.00
CIT976560	THE MARAUDERS, HUMAN TEAM	$45.00
CIT983827	ATHELORN AVENGERS	$45.00
CIT983834	CHAOS ALL STARS	$45.00
CIT983841	CHAMPIONS OF DEATH	$45.00
CIT976928	ORCLAND RAIDERS	$45.00
CIT976911	SKAVENBLIGHT SCRAMBLERS	$45.00
CIT976942	GALADRIETH GLADIATORS	$45.00
CIT976935	NAGGAROTH NIGHTMARES	$45.00
CIT976874	MORG'N THORG	$18.00
CIT976881	GRIFF OBERWALD	$9.00
CIT976867	NOBBLA BLACKWORT	$9.00
CIT976898	SCRAPPA SOREHEAD	$9.00

CIT984046	HEADSPLITTER	$18.00
CIT984053	VARAG GHOUL CHEWER	$9.00
CIT984060	RIPPER BOLGROT	$18.00
CIT984077	BOMBER DRIBBLESNOT	$9.00
CIT984084	FUNGUS THE LOON	$9.00
CIT984091	THE MIGHTY ZUG	$9.00
CIT984039	PRINCE MORANIAN	$9.00
CIT984022	GRIM IRONJAW	$9.00
CIT984015	COUNT LUTHER	$9.00
CIT983957	LORD BORAK THE DESPOILER	$9.00
CIT983988	HORKON HEARTRIPPER	$9.00
CITGNASH	GNASH BLACKHOOF	$18.00
CIT983889	BLOODBOWL HOBGOBLINS	$13.50
CIT983933	HTHARK THE UNSTOPPABLE	$13.50
CIT983902	HAKFLEM SKUTTLESPIKE	$9.00
CIT983896	BLOOD BOWL CHAOS DWARFS	$13.50
CIT983940	JORDELL FRESHBREEZE	$9.00
CIT984008	BLOOD BOWL GOBLINS (4)	$13.50
CIT983971	BLOOD BOWL HALFLINGS (4)	$13.50
CIT983964	SKAVEN MUTANTS (3)	$13.50
CIT983919	CHAOS MUTANTS (3)	$13.50
CIT986964	DWARF DEATHROLLER	$18.00
CIT983872	BLOOD BOWL CHEELEADERS (3)	$13.50
CIT976577	NORSCA RAMPAGERS (12)	$45.00

ShadowForge Female Gridiron Miniatures

SHAMP100	Female Fantasy Gridiron Team (11)	$35.00
SHAMP102	Female 'Bunny' Gridiron Team (11) with bunny ears, tails.	$35.00
SHAIC04	Female Fantasy Gridiron Lineman (1)	$3.50
SHAIC05	Female Fantasy Gridiron Lineman # 2 (1)	$3.50
SHAIC06	Female Fantasy Gridiron Lineman # 3 (1)	$3.50
SHAIC07	Female Fantasy Gridiron Quarterback (1)	$3.50
SHAIC08	Female Fantasy Gridiron Wide Receiver (1)	$3.50
SHAIC09	Female Fantasy Gridiron Uncertain Receiver (1)	$3.50
SHAIC10	Female Fantasy Gridiron Guard (1)	$3.50
SHAIC11	Female Fantasy Gridiron Cheerleader, Mary Lou (1)	$3.50
SHAIC12	Female Fantasy Gridiron Sports Nurse, Amanda (1)	$3.50

CARNAGE

HDI **CARNAGE**

By Holistic Design Inc. A fun and freaky game of fantasy armies! Amphibian Herptars (lizardmen) wage unending wars against the brigandish human barbarians. Soldiers, archers and mages swing swords, fling arrows and cast spells at their foes. Who knows what will happen when the Orb of Power is released. With simple rules, 96 exaggerated 25mm plastic miniatures including lizardmen, lizard beasts, human barbarians (some of whom are riding bulls!), plastic measuring sticks, spell point counters (a list of tongue-in-cheek spells), dice. **$120.00**

Skullbrawl This expansion includes a Skull miniature, 8 plastic miniatures from the game, 16 page rulebook, 20 unit cards. **$40.00**

CHRONOPIA

Heart **CHRONOPIA Warzone Miniatures Rules**

Warzone goes fantasy! Heartbreaker Hobbies new fantasy miniatures rules have been released January. From beyond the grave the One King has returned to reclaim his lost kingdom. The usurpers squandered the spoils of war, and the Great Triad of the Elf Dukes, the Dwarven Overlords and the Ogre Emperors has collapsed. The Four Dark Prophets, twisted by their hate for the One King, made terrible pacts with unearthly evil. On the battlefields, the carrion birds feast as mighty Repulsar Knights trade blows with Beast Clan Dwarves, and Blackblood Myrmidons render and gore Elf Dragonbane Riders. And the dark banners of the Devout, with their Dusk Realm warriors and Warped Lords, cast an ever increasing shadow across the land. The rulebook has over 200 pages, 160 in full color. Gives a detailed history and background on the five races, the Firstborn, Blackbloods, Elves, Dwarves and Devout. Richly illustrated army lists. Pull out reference sheets, full color weapons templates and counters. **$38.00**

Fallen Land Far to the east is a sunken continent swathed in steaming jungles – the domain of the Swamp Goblins. They have tamed the nightmare creatures that live in the Swamp. Has 88 pages with illustrations, maps and photos of miniatuers, also army lists, rules, stories. **$27.00**

Land of Two Rivers Introduces the Lizardmen into Chronopia. Contains a compelling short story in which the One King takes desparate measures to defeat the Devout - he awakens another just as deadly threat - the Stygian: a race of horrendously powerful lizardmen. 96 full color pages, detailed history. New time line, new weapon templates, army lists, and counters. **$24.00**

Sons of Kronos The Devout are moving through a frozen wilderness in order to attack the One King, who does nothing, because he knows the power of the three great tribes, lead by the Sons of Kronos, who inhabit this wilderness. With army lists, chariot rules, templates, full color counters. **$33.00**

The Dwarven Labyrinth Battle rages in the belly of the Earth. The Titan Seals are opening and the Legion of the Dwarf Horned Ones are marching out to reclaim the labyrinth that twas taken from them. With background and history, new rules, new dwarven and Devout units, a new card system to simulate the many hazards of the underworld, and new counters and templates. **$33.00**

Firstborn Watchtower A 3D expansion set that takes the concept of fighting in and around buildings to a new level. Has a full color card model of a firstborn watchtower; two new miniatures, the Englightened and the Stalker; a 32 page booklet with comprehensive new rules for using buildings in your battles, etc. **$42.50**

Chronopia Miniatures

Exaggerated 25mm metal figures by Heartbreaker

HEA2301	ORC ASSAULT WARRIORS	$17.00
HEA2302	GOBLIN SWORD MASTER	$17.00
HEA2303	DWARF VULTURE SWORDSMAN	$17.00
HEA2304	DWARF DARK TUSKS W/MRNG STAR	$17.00
HEA2300	DWARF BLOOD BONES W/AXES	$17.00
HEA2306	ELF AXE MEN	$17.00
HEA2307	FIRSTBORN KNIGHTS W/SWORDS	$17.00
HEA2308	FIRSTBORN KNIGHTS W/MACES	$17.00
HEA2309	FIRSTBORN CROSSBOWMEN	$17.00
HEA2310	DEVOUT FOLLOWERS W/2HD SWORDS	$17.00
HEA2311	ORC SWORDSMEN	$17.00
HEA2312	DWARF VULTURE MALLET WARRIORS	$17.00
HEA2313	DWARF DARK-TUSK SWORDSMEN	$17.00
HEA2319	DWARF DARK TUSKS WITH PICK AXE	$18.00
HEA2320	ELF ARCHERS	$17.00
HEA2321	STYGIAN WARRIOR SWORDSMEN	$17.00
HEA2322	STYGIAN WARRIOR SPEARMEN	$17.00
HEA2323	ORC ARCHERS	$18.00
HEA2324	DEVOUT FOLLOWERS W/SWORDS	$18.00
HEA2325	ELF SWORDSMEN	$17.00
HEA2326	STYGIAN: THE DRUGGED	$17.00
HEA2327	DEVOUT WAILERS	$17.00
HEA2328	ELF KEEPERS OF THE FLAME	$17.00
HEA2329	ELF MILITIA	$17.00
HEA2330	DWARF WOLF LEGION	$17.00
HEA2331	SONS OF KRONOS	$17.00
HEA2332	ELF DRAGON CLAN SLAVES	$17.00
HEA2333	STYGIAN THE STARVED	$17.00
HEA2334	FIRSTBORN BLACK SISTER	$17.00
HEA2335	STYGIAN REAPERS	$17.00
HEA2336	STYGIAN AXEMEN	$17.00
HEA2337	SONS OF KRONOS UNLIVING	$17.00
HEA2338	SONS OF KRONOS VIRIDIAN LORDS	$17.00
HEA2350	SONS OF KRONOS WAR HOUNDS (5)	$17.00

HEA2501	ORC ASSAULT WARRIOR LEADERnett	$6.50
HEA2502	ORC ASSAULT WARRIOR STANDARD	$6.50
HEA2503	ELF AXEMAN HERO	$6.50
HEA2504	ELF AXEMAN LEADER	$6.50
HEA2505	ELF AXEMAN STANDARD	$6.50
HEA2506	FIRSTBORN CROSSBOWMAN LEADER	$6.50
HEA2507	DEVOUT FOLLOWER LEADER	$6.50
HEA2508	DEVOUT FOLLOWER STANDARD	$6.50
HEA2509	DEVOUT WARPED LORD	$6.50
HEA2510	GOBLIN SWORDMASTER LEADER	$6.50
HEA2511	ELF SPEARMEN LEADER	$6.50
HEA2512	ELF SPEARMEN STANDARD BEARER	$6.50
HEA2513	ELF GREAT SWORDSMASTER	$6.50
HEA2514	FIRSTBORN ARCHER LEADER	$6.50
HEA2515	FIRSTBORN KNIGHT HERO W/SWORD	$6.50
HEA2516	FIRSTBORN KNIGHT HERO W/MACE	$6.50
HEA2517	ELF ARCHER LEADER	$6.50
HEA2550	ORC SWORDSMAN LEADER	$6.50
HEA2519	ORC SWORDSMAN HERO	$6.50
HEA2520	ORC STANDARD	$6.50
HEA2521	ORC ARCHER LEADER	$6.50
HEA2522	DWARF DARK-TUSK LEADER	$6.50
HEA2523	DWARF DARK-TUSK HERO	$6.50
HEA2524	DWARF DARK-TUSK STANDARD	$6.50
HEA2525	IMPERIAL KNIGHT LEADER	$6.50
HEA2526	FIRSTBORN KNIGHT STANDARD	$6.50
HEA2527	ELF SWORDSMEN LEADER	$6.50
HEA2528	DEVOUT NECROMANCER	$6.50
HEA2529	ELF LOTUS EATER	$6.50
HEA2530	DEVOUT SWORDSMAN LEADER	$6.50
HEA2531	DEVOUT SWORDSMAN MUSICIAN	$6.50
HEA2532	ELF KEEPER OF THE FLAME LEADER	$6.50
HEA2533	ELF MILITIA LEADER	$6.50
HEA2534	ELF OBSIDIAN GUARD	$6.50
HEA2535	ELF CRYSTAL KNIGHT	$6.50
HEA2536	SONS OF KRONOS CHIEFTAIN	$6.50
HEA2537	DEVOUT JACKAL SCOUT	$6.50
HEA2538	ELF WARRIOR OF THE GOLDEN MASK	$6.50
HEA2539	FIRSTBORN BLACK SISTER LEADER	$6.50
HEA2540	DWARF WOLF LEGION LEADER	$6.50
HEA2546	BERSERKER LEADER	$6.50
HEA2547	BLADE MAIDEN LEADER Sons of Kronos	$6.50
HEA2548	HEARTHGUARD LEADER	$6.50
HEA2549	SWAMP GOBLIN SPEARMEN LEADER	$6.50
HEA2550	SONS OF KRONOS SWORDSMASTER	$6.50
HEA2552	SWAMP GOBLIN BLOWPIPE LEADER	$6.50
HEA2553	ORC CARAVAN GUARD LEADER	$6.50
HEA2554	GOBLIN CRIMSON BLADE LEADER	$6.50
HEA2555	ELF DREAM WARRIOR LEADER	$6.50
HEA2556	DWARF BLOODBONE LEGION LEADER	$6.50

HEA2801	TROLL # 1	$24.50
HEA2802	OGRE SWORDSMAN # 1	$9.50
HEA2803	HARBINGER OF THE DARK WINGS	$24.50
HEA2804	DUSK REALM DEMON	$18.95
HEA2805	JUDGE	$7.50
HEA2806	CHRONOMANCER	$7.50
HEA2807	STYGIAN PRIESTESS	$9.50
HEA2808	STYGIAN GREAT WARRIOR	$15.00
HEA2809	NIGHT WALKER	$7.00
HEA2810	ONE KING REPULSAR KNIGHT	$9.00
HEA2811	STYGIAN GUARDIANS	$22.50
HEA2812	DWARF DARK TUSK RAIDER	$18.95
HEA2813	DEVOUT DEMON WINGS	$13.00
HEA2814	DEVOUT THE NAMELESS	$28.00
HEA2815	STYGIAN THE EMBALMED	$18.95
HEA2816	GOBLIN RIPPER BEAST ARCHER	$9.50
HEA2817	BLACKBLOOD ORC KUTARA LANCER	$26.50
HEA2818	OGRE HEAVY INFANTRY LEADER	$15.00
HEA2819	ADAMANTINE GOLEM	$15.00
HEA2820	SONS OF KRONOS MONARCH	$24.50
HEA2821	SONS OF KRONOS HORSE ARCHER	$17.00
HEA2822	SONS OF KRONOS HUNTER	$6.50
HEA2823	GOBLIN RIPPER BEAST LANCER	$9.50
HEA2824	SWAMP GOBLIN ON DRONE	$15.00
HEA2825	SWAMP GOBLIN SHAMAN ON DRONE	$15.00
HEA2826	FIRSTBORN MOUNTED KNIGHTS	$18.95
HEA2827	FIRSTBORN MOUNTED AXEMEN	$18.95
HEA2828	ELF DRAGONBANE WARKILLER	$18.95

BOXED SETS

HEA20501	Blackblood: Goblin Myrmadon	$47.50
HEA20502	Firstborn Swordsmen Boxed Set	$30.00
HEA20503	Dark Tusk Blood Totem & Keeper	$38.00
HEA20504	Orc Swordsmen Squad	$30.00
HEA20505	Devout Tormented and Damned	$38.00
HEA20506	Elven Axemen	$30.00
HEA20507	Devout Swordsmen Followers	$30.00
HEA20508	Iron Guard Firstborn	$30.00
HEA20509	Legion of the Horned Ones	$30.00
HEA20510	Elf Spearmen	$30.00

DRAGON HORDES

CP **Dragon Hordes**

A new fantasy miniatures system that comes in a book format, with bound-in uncut counters, templates, unit cards, and hundreds of color counters of various monsters. These easy to learn rules simulate combat on land, sea and air. Detailed histories of this world's six major factions. Complete army lists for beasts and war machines, incredible magical powers, options for single battle scenarios or extended campaigns. **$55.00**

Fantasy Rules!

Chipco **Fantasy Rules! 2nd Ed** By Chipco, these rules are 130 pages in length. They allow you to play miniatures wargames in any mythological setting or fantasy universe of your choosing, on land, sea, underground, or in the air. You can use any figures you currently own. Has over 50 historical and fantasy army lists, 10 types of magic users, 30 types of units & characters, etc. **$50.00**

De Bellis Fantasticus

DBF De Bellis Fantasticus: Here There Be Dragons These rules are a conversion for DBM, that let you play fantasy miniatures games using DBM mechanics. See the description under DBM. **$20.00**

Grunt Deluxe

GoB **Grunt Deluxe 2nd Ed Fantasy Battles** Fast paced miniatures game (sold in a ziplcck bag) suitable for any brand of miniatures. You control an army that is defending a kingdom. You must defeat all neighboring kingdoms to win. Make alliances, but realise that these players are still competitors. 45 battle cards, castle template, 3 city templates, cut-out playing counters, rules. **$20.00**

Harlequin Miniatures

Harlequin Miniatures have once again appointed us to be a distributor of their fine range of miniatures, so we now carry their entire range again. Please see the Doctor Who rnage in the Science Fiction section. The sculptors being primarily ex-Games Workshop staff, including Kev Adams. Most of the figures are suitable for use with other fantasy miniatures games systems, and most have plastic bases and occassionally plastic clip-on shields.

HAR **RAVEN FANTASY MINIATURES RULES**

It is the beginning of the Fourth Age. A time wracked with turmoil, a time of change. Alliances which held fast for centuries have dissolved. Technology and magic are on the advance. Gnomish engineers working with dwarves have harnessed the power of steam. Shadow elves continue to spread terror throughout the land and the migration southwards of the Barnorsk orc forces is proving to be a matter of concern to all. This rules are 144 pages and fully illustrated with complete battle rules, army lists, background info, spell grimoires and color guide to every miniature produced by Harlequin Miniatures. This is a game of tactics. The races covered are the Vardulak Vampire Masters of the Drakul Knights, Wood Elves, Shadow Elves, High Elves, Barbarians, Barnorsk Orcs, Undead, Kustoss Orcs, Kzar, Helsinians, Ver'men, Beastmen, Dwarfs, Saracens, Goblins, Nightlings and the bestiary. **$30.00**

Fantasy Armies

Exaggerated 25mm metal figures.

Undead

HAR7987	Lord Varousa's Skeleton Warriors (15)	$48.00
HAR7991	Grimora's Skeleton Spearmen (15)	$48.00
HAR7992	Rotvessles Rotting Zombies (15)	$48.00
HAR7996	Deatharchs Skeletal Bowmen (15)	$48.00
HAR7901	Cursellain's Skeleton Scythe Fighters (18)	$48.00
HAR0101	ZOMBIE WARRIORS I	$10.50
HAR0102	ZOMBIE WARRIORS II	$10.50
HAR0103	ZOMBIE WARRIORS COMMAND	$10.50
HAR0104	ZOMBIE WARRIORS CHAMPION	$5.95
HAR0105	GHOST (1)	$6.50
HAR0108	GHOUL FIGHTERS I (4)	$13.00
HAR0109	GHOUL FIGHTERS II (4)	$13.00
HAR0136	SKELETON WARRIORS I (3)	$11.00
HAR0137	SKELETON WARRIORS II (3)	$11.00
HAR0138	SKELETON WARRIORS III (3)	$11.00
HAR0139	SKELETON FIGHTERS I (3)	$11.00
HAR0140	SKELETON FIGHTERS II (3)	$11.00
HAR0141	SKELETON HALBERDIERS I (3)	$11.00
HAR0142	SKELETON HALBERDIERS II (3)	$11.00
HAR0143	SKELETON SPEARMEN I	$10.50
HAR0144	SKELETON SPEARMEN II	$10.50
HAR0147	SKELETON ARCHERS I	$10.50
HAR0148	SKELETON ARCHERS II	$10.50
HAR0149	SKELETON COMMAND (2)	$11.00
HAR0150	SKELETON COMMAND	$10.50
HAR0152	SKELETON CHAMPION (1)	$6.50
HAR0153	SKELETON CHAMPION	$5.95
HAR0170	VAMPIRE VLADIMIRE LE STAT	$10.50
HAR0171	VAMPIRE VLADIMIRE ON STEAD	$18.00
HAR0176	BAT SWARM (5)	$9.00

Orcs & Goblins

Boxed Regiments (Include command & champion figures)

HAR7956	Azorg's Dark Orc Guards (10)	$48.00
HAR7958	Sharka's Barbarian Orc Warband (15)	$48.00
HAR7964	Gorebag's Orc Warriors (15)	$48.00
HAR7975	Barbarian Orc Boar Riders (7)	$48.00
HAR7979	Attika the Cruel's Goblin Warriors (20)	$48.00
HAR7983	Tuska's Orc Boar Riders (7)	$48.00
HAR7997	Lugoals Barbarian Orc Spears (15)	$48.00

Barbarian Orcs

HAR0201	BARBARIAN ORC SPEARMEN I (3)	$11.00
HAR0202	BARBARIAN ORC SPEARMEN I	$10.50
HAR0203	BARBARIAN ORC ARCHERS I (4)	$13.00
HAR0204	BARBARIAN ORC ARCHERS II (4)	$13.00
HAR0205	BARBARIAN ORC SHAMAN (1)	$8.00
HAR0206	BARBARIAN ORC WARRIORS I (3)	$11.00
HAR0207	BARBARIAN ORC WARRIORS II (3)	$11.00
HAR0208	BARBARIAN ORC WARRIORS III (3)	$11.00
HAR0209	BARBARIAN ORC COMMAND (2)	$11.00
HAR0210	BARBARIAN ORC CHAMPION (1)	$8.00
HAR0216	BARBARIAN ORC BOAR CAVALRY (1)	$11.00
HAR0217	BARBARIAN ORC BOAR CAV II (1)	$11.00
HAR0218	BARBARIAN ORC BOAR SPRMEN (1)	$11.00
HAR0219	BARBARIAN ORC BOAR SPRMN II(1)	$11.00
HAR0220	BARBARIAN ORC BOAR STND BEARER	$11.00
HAR0221	BARBARIAN ORC BOAR HERO (1)	$11.00
HAR0222	BARBARIAN MOUNTED ORC SHAMAN	$12.50

Dark Orc Warriors

HAR0211	DARK ORC WARRIORS I (2)	$11.00
HAR0212	DARK ORC WARRIORS II (2)	$11.00
HAR0213	DARK ORC WARRIORS III (2)	$11.00
HAR0214	DARK ORC COMMAND (2)	$13.00
HAR0215	DARK ORC CHAMPION (1)	$8.00

Orc Warriors

HAR0223	ORC WARRIORS I (3)	$11.00
HAR0224	ORC WARRIORS II (3)	$11.00
HAR0225	ORC WARRIORS III (3)	$11.00
HAR0226	ORC WARRIORS COMMAND (2)	$11.00
HAR0227	ORC WARRIORS CHAMPION (1)	$8.00
HAR0228	ORC SHAMAN (1)	$8.00
HAR0229	ORC CROSSBOWS I (3)	$11.00
HAR0231	ORC BOAR RIDER SPEARMEN I (1)	$11.00
HAR0232	ORC BOAR RIDER SPEARMEN II (1)	$11.00
HAR0233	ORC BOAR RIDER SWORDSMEN (1)	$11.00
HAR0234	ORC BOAR RIDER AXEMAN (1)	$11.00
HAR0235	ORC BOAR RIDER STANDARD (1)	$13.00
HAR0236	ORC BOAR RIDER HERO (1)	$14.50

Goblin Fighters

HAR0239	Goblin Fighters I (3)	$10.95
HAR0240	Goblin Fighters II (3)	$10.95
HAR0241	Goblin FightersCommand (2)	$10.95
HAR0242	Goblin Fighters Champion (1)	$8.00
HAR0244	Goblin Shaman	$6.50
HAR0245	Goblin Wolf Riders I (2)	$13.00
HAR0246	Goblin Wolf Riders II (2)	$13.00

Trolls & Ogres

HAR0289	Swamp Troll I (1)	$22.50
HAR0290	Swamp Troll II (1)	$22.50
HAR0291	Swamp Troll III (1)	$22.50
HAR0293	Rock Troll I (1)	$19.00
HAR0294	Rock Troll II (1)	$19.00
HAR0295	Rock Troll III (1)	$19.00
HAR0296	Rock Troll IV (1)	$19.00
HAR0612	Lava Troll I (1)	$19.00
HAR0613	Lava Troll II (1)	$19.00
HAR0614	Lava Troll III (1)	$19.00
HAR0615	Lava Troll IV (1)	$19.00
HAR02201	Oghog Ogre Musician (1)	$22.00
HAR02202	Ogdak Ogre Standard Bearer (1)	$22.00
HAR02203	Ogwat Ogre Champion (1)	$22.00
HAR0297	Ogre Halberdier I (1)	$19.00
HAR0298	Ogre Halberdier II (1)	$19.00
HAR0299	Ogre Halberdier III (1)	$19.00

Wood Elves

Entlings

HAR0301	ENTLING I	$8.00
HAR0302	ENTLING II	$8.00
HAR0303	ENTLING III	$8.00
HAR0304	ENTLING IV (1)	$8.00
HAR0305	ENTLING V (1)	$8.00
HAR0306	ENTLING HERO	$9.00
HAR0307	REDWOOD TREEMAN	$24.00
HAR0308	OAKMAS TREEMAN	$24.00
HAR0309	CEDARBAROOM	$24.00
HAR0319	WOOD ELF ARCHERS I	$10.50
HAR0320	WOOD ELF ARCHERS II	$10.50
HAR0321	WOOD ELF ARCHERS COMMAND	$10.50
HAR0322	WOOD ELF ARCHERS CHAMPION	$7.50

High Elves

High Elves

HAR7995	High Elf Sword Warders (15)	$48.00
HAR0390	High Elf Sword Warders I (3)	$11.00
HAR0391	High Elf Sword Warders II (3)	$11.00
HAR0392	High Elf Sword Warders Command (2)	$11.00
HAR0393	High Elf Sword Warders Champion (1)	$8.00
HAR3307	High Elf Archers I (4)	$13.00
HAR3308	High Elf Archers II (4)	$13.00
HAR3309	High Elf Archers Command (3)	$14.50
HAR0371	High Elf Sword Warder Cavalry I (2)	$18.00
HAR0372	High Elf Sword Warder Cavalry II (2)	$18.00
HAR0373	High Elf Sword Warder Cavalry III (2)	$18.00

Shadow Elves

Entlings

HAR0445	Harpy I (1)	$6.50
HAR0446	Harpy II (1)	$6.50
HAR0447	Harpy III (1)	$6.50

Minotaurs

HAR0601	Minotaur Sword Wielder (1)	$19.00
HAR0602	Minotaur Swinging Mace (1)	$19.00
HAR0603	Minotaur III (1)	$19.00
HAR0604	Minotaur Swinging Mace (1)	$22.00

HAR0605	Minotaur Standard Bearer (1)	$22.00

Drakul (Chaos Knights)

Boxed Regiments (Include command & champion figures)

HAR7952	Gore’s Beastmen Guard (15)	$48.00

Drakul Knights

HAR0606	Drakul Knights I	$10.95
HAR0607	Drakul Knights II	$10.95
HAR0608	Drakul Knights III	$10.95
HAR0609	Drakul Knights IV	$10.95
HAR0610	Drakul Warrior Command	$13.00
HAR0611	Drakul Warrior Champion	$10.95

Ver’men (Ratmen)

Ver’men Boxed Regiments (Include command & champion figures)

HAR7959	Thrack’s Ver’Men Nest Guard (15)	$48.00
HAR7961	Fal’Shizzar’s Ver’Men Clan Warriors (15)	$48.00
HAR7967	Skeel’s Ver’Men Plague Monks (15)	$48.00

Ver’men Nest Guard

HAR0501	Nest Guard Warriors (3)	$10.95
HAR0502	Nest Guard Warriors II (3)	$10.95
HAR0503	Nest Guard Warriors III (3)	$10.95
HAR0504	Nest Guard Champion (1)	$8.00

Ver’Clan Warriors

HAR0505	Ver’Clan Warriors (3)	$10.95
HAR0506	Ver’Clan Warriors Command (2)	$10.95
HAR0507	Ver’Clan Warriors Champion (1)	$8.00

Ver’men Special Weapons

HAR0508	Ver’Burner Team (2)	$16.00
HAR0509	Ver’Burner Team II (2)	$16.00
HAR0510	Ver’Gunna (2)	$14.00
HAR0519	Ver’Bomber (1)	$8.00
HAR0520	Ver’Bomber II (1)	$6.50
HAR0521	Ver’Bomber III (1)	$6.50
HAR0511	Ver’Gunna II (1)	$14.00

Vermogres

HAR0512	Vermogre (1)	$19.00
HAR0513	Vermogre II (1)	$19.00

Ver’Men Beasts

HAR0514	Ver’Men Rat Handler & Pack (5)	$12.50
HAR0515	Ver’Men Rat Handler & Pack II (5)	$12.50
HAR0516	Giant Rat Pack (5)	$9.50

Ver’Men Characters

HAR0517	Ver’Lock Skveek (1)	$8.00
HAR0518	Ver’Lock Wizard (1)	$8.00
HAR0526	Ver’Men Assassin I (1)	$6.50
HAR0527	Ver’Men Assassin II (1)	$6.50
HAR0528	Ver’Men Assassin III (1)	$6.50
HAR0529	Ver’Men Priest (1)	$6.50
HAR0530	Ver’Men Priest II (1)	$6.50
HAR0531	Ver’Men Priest III (1)	$6.50
HAR0539	Great Ver’men Lord (1)	$31.50

Ver’Monks

HAR0522	Ver’Monks I (3)	$10.95
HAR0523	Ver’Monks II (3)	$10.95
HAR0524	Ver’Monks Command (2)	$10.95
HAR0525	Ver’Monk Champion (1)	$8.00

Ver’Men Slave Fighters

HAR0533	Ver’Men Slave Fighters I (3)	$10.95
HAR0534	Ver’Men Slave Fighters II (3)	$10.95
HAR0535	Ver’Men Slave Command (2)	$10.95
HAR0536	Ver’Men Slave Champion (1)	$8.00

Ver’Men Sewer Runners

HAR0537	Ver’Men Sewer Runners I (3)	$10.95
HAR0538	Ver’Men Sewer Runners II (3)	$10.95

Lizardmen

Boxed Regiments (Include command & champion figures)

HAR7953	S’khern’s K’dillian Spearmen (15)	$48.00
HAR7972	Lixor’s K’Dillian Archers (15)	$48.00
HAR7976	Ver’Men Slaves (15)	$48.00
HAR7984	Kramell’s K’Dillian Raptor Riders (7)	$48.00

Blisters

HAR0701	Gatorgore (Lizard Ogre) (1)	$19.00
HAR0702	Gatorgore II (Lizard Ogre) (1)	$19.00
HAR0703	Monitor Dragon & Handlers (5)	$22.00
HAR0704	Monitor Dragon & Handlers II (5)	$22.00
HAR0705	K’Dillian Spearmen I (3)	$10.95
HAR0706	K’Dillian Spearmen II (3)	$10.95
HAR0707	K’Dillian Spearmen III (3)	$10.95
HAR0708	K’Dillian Swordsmen I (3)	$10.95
HAR0709	K’Dillian Swordsmen II (3)	$10.95
HAR0710	K’Dillian Command (2)	$10.95
HAR0711	K’Dillian Champion (1)	$8.00
HAR0713	Gatorgore III (Lizard Ogre) (1)	$19.00
HAR0714	K’Dillian Archers I (3)	$10.95
HAR0715	K’Dillian Archers II (3)	$10.95
HAR0716	K’Dillian Archer Command (2)	$10.95
HAR0717	K’Dillian Archer Champion (1)	$6.50
HAR0718	Lizard Rider Lancer (1)	$10.95
HAR0719	Lizard Rider Swordsman (1)	$10.95
HAR0720	Lizard Rider Standard (1)	$13.00
HAR0721	Lizard Rider Champion (1)	$14.50
HAR0722	Lizard Rider Drummer (1)	$13.00
HAR0729	KARNASAUR PYRAMID GUARD I	$12.00
HAR0730	KARNASAUR PYRAMID GUARD II	$12.00
HAR0731	KARNASAUR PYRAMID GUARD II	$12.00
HAR0733	K’Mite Priest Champion (1)	$8.00
HAR0736	K’Dillian Shaman (1)	$6.50
HAR0741	Khameleon Heroes (1)	$9.50

Men of Averaign

Boxed Regiments (Include command & champion figures)

HAR7957	D’Viles Yeoman Spears of Averaign (15)	$48.00
HAR7966	Bedevere’s Halberdiers of Averaign (15)	$48.00
HAR7969	Sir Urien’s Archers of Averaign (15)	$48.00
HAR7980	Keensight’s Halfling Scouts (20)	$48.00
HAR7988	Lord Kay’s Mounted Templar Knights (7)	$48.00
HAR7993	Knights of the Crown (7)	$48.00
HAR7998	Lanceor Debillairs	$48.00
HAR7999	Turquin the Knave’s Knights Esquire (7)	$48.00

Archers

HAR0801	Averaign Archers I (3)	$10.95
HAR0802	Averaign Archers II (3)	$10.95
HAR0803	Averaign Archers III (3)	$10.95
HAR0804	Averaign Archers Command (2)	$10.95
HAR0805	Averaign Archers Champion (1)	$8.00

Spearmen

HAR0806	Averaign Spearmen I (3)	$10.95
HAR0807	Averaign Spearmen II (3)	$10.95
HAR0808	Averaign Spearmen III (3)	$10.95
HAR0809	Averaign Spearmen Command (2)	$10.95
HAR0810	Averaign Spearmen Champion (1)	$8.00

Halberdiers

HAR0811	Averaign Halberdiers I (3)	$10.95
HAR0812	Averaign Halberdiers II (3)	$10.95
HAR0813	Averaign Halberdiers III (3)	$10.95
HAR0814	Averaign Halberdiers Command (2)	$10.95
HAR0815	Averaign Halberdiers Champion (1)	$8.00

Halfling Archers

HAR0816	Halfing Archer Scouts I (4)	$10.95
HAR0817	Halfing Archer Scouts II (4)	$10.95
HAR0818	Halfing Archer Scouts Command	$10.95
HAR0820	Halfing Archer Scout Hero (1)	$5.00

Knights of the Crown

HAR0832	Knights of the Crown I (2)	$17.50
HAR0833	Knights of the Crown II (2)	$17.50
HAR0834	Knights of the Crown III (2)	$17.50
HAR0835	Knights of the Crown IV (2)	$17.50
HAR0836	Knights of the Crown V (2)	$17.50
HAR0837	Knights of the Crown VI (2)	$17.50
HAR0838	Knights of the Crown Standard (1)	$11.00

Knights Templar

HAR0839	Mounted Knights Templar I (2)	$17.50
HAR0840	Mounted Knights Templar II (2)	$17.50
HAR0841	Mounted Knights Templar III (2)	$17.50
HAR0842	Mounted Knights Templar Standard (1)	$11.00

Excaliber Knights

HAR0843	Mounted Excaliber Knights I (2)	$17.50
HAR0844	Mounted Excaliber Knights II (2)	$17.50
HAR0845	Mounted Excaliber Knights III (2)	$17.50
HAR0846	Mounted Excaliber Knights Standard (1)	$11.00

Knight Esquires

HAR0847	Mounted Knight Esquires I (2)	$19.00
HAR0848	Mounted Knight Esquires II (2)	$19.00
HAR0849	Mounted Knight Esquires III (2)	$19.00
HAR0850	Mounted Knight Esquires Standard Bearer (1)	$11.00

Characters of Averaign

HAR0819	Grey Mantle, Wizard of Averaign (1)	$8.00
HAR0821	Sir Mortess Mounted Knight (1)	$10.95
HAR0823	Mounted Squire (1)	$10.95
HAR0824	Mounted Squire II (1)	$10.95
HAR0851	Avereign King on Horse	$12.50
HAR0852	Mounted Wizard	$12.50
HAR0853	Mounted Sorceress	$12.50
HAR0877	Sir Mortess Dismounted Knight (1)	$8.00
HAR0878	Lord Joseph of Averaign Mounted Knight (1)	$10.95

Dwarves

Boxed Regiments (Include command & champion figures)

HAR7951	Bori’s Ironclad Dwarves (15)	$48.00
HAR7954	Nori Axehand’s Dwarf Warriors (15)	$48.00
HAR7955	Gloin’s Dwarven Handgunners (15)	$48.00
HAR7960	Balinius Agrippa’s Dwarf Legionaries (15)	$48.00
HAR7963	Torin’s Dwarf Greatbeard Warriors (15)	$48.00
HAR7973	Albrecht’s Dwarf Miners (15)	$48.00
HAR7977	Dwarlim’s Dwarf Stone Thower	$48.00
HAR7978	Dwarf Flame Cannons (2)	$48.00
HAR7981	Rumkal’s Dwarf ‘Copters (2)	$48.00
HAR7982	Thorsson’s Dwarf Cannons (2)	$48.00
HAR7985	Durim IX Dwarf King on throne carried by 4 dwarves	$48.00
HAR7986	Nain’s Dwarf Organ Guns (2)	$48.00
HAR7989	Kalin Kosh’s Small Stone Throwers (2)	$48.00
HAR7990	Thror Arrowain’s Bolt Throwers (2)	$48.00
HAR7994	Irongrip’s Dwarf Hammerers (15)	$48.00
HAR7903	Wild Thundurin’s Dwarf Slayers (18)	$48.00

Warriors

HAR0901	Dwarf Warriors I (3)	$10.95
HAR0902	Dwarf Warriors II (3)	$10.95
HAR0903	Dwarf Warriors III (3)	$10.95
HAR0904	Dwarf Warriors Command (2)	$10.95
HAR0905	Dwarf Warriors Champion (1)	$8.00

Handgunners

HAR0906	Dwarf Handgunners I (3)	$10.95
HAR0907	Dwarf Handgunners II (3)	$10.95
HAR0908	Dwarf Handgunners III (3)	$10.95
HAR0909	Dwarf Handgunners Command (2)	$10.95
HAR0910	Dwarf Handgunners Champion (1)	$8.00

Greatbeard Warriors

HAR0911	Dwarf Greatbeard Warriors I (3)	$10.95
HAR0912	Dwarf Greatbeard Warriors II (3)	$10.95
HAR0913	Dwarf Greatbeard Warrriors III (3)	$10.95
HAR0914	Dwarf Greatbeard Command (2)	$10.95
HAR0915	Dwarf Greatbeard Champion (1)	$8.00

Dwarven Characters

HAR0916	Olaf Runemaster, Dwarven Wizard (1)	$8.00
HAR0917	Drunken Dwarves (3)	$10.95

Miners

HAR0919	Dwarf Miners I (3)	$10.95
HAR0920	Dwarf Miners II (3)	$10.95
HAR0921	Dwarf Miners Command (2)	$10.95
HAR0922	Dwarf Miners Champion (1)	$8.00

Slayers

HAR0923	Dwarf Slayers I (3)	$10.95
HAR0924	Dwarf Slayers II (3)	$10.95
HAR0925	Dwarf Slayers Command (2)	$10.95
HAR0926	Dwarf Slayers Champion (1)	$8.00

Hammers

HAR0923	Dwarf Hammers I (3)	$10.95
HAR0924	Dwarf Hammers II (3)	$10.95
HAR0925	Dwarf Hammers Command (2)	$10.95
HAR0926	Dwarf Hammers Champion (1)	$8.00

Crossbows

HAR0927	Dwarf Crossbows I (3)	$10.95
HAR0928	Dwarf Crossbows II (3)	$10.95
HAR0929	Dwarf Crossbows Command (2)	$10.95
HAR0930	Dwarf Crossbows Champion (1)	$8.00

Hammerers

HAR0931	DWARF HAMMERERS I (3)	$11.00
HAR0932	DWARF HAMMERERS II (3)	$11.00
HAR0933	DWARF HAMMERERS COMMAND (2)	$11.00
HAR0934	DWARF HAMMERERS CHAMPION (1)	$8.00

Swarms & Dragons

HAR0176	Bat Swarm (5)	$9.50
HAR0532	Scorpion Swarm (5)	$9.50
HAR0712	Lizard Swarm (5)	$9.50
HAR0743	Snake Swarm (5)	$8.00
HAR0822	Frog Swarm (5)	$9.50
HAR0918	Spider Swarm (5)	$9.50
HAR7915	Snow Mountain Dragon (1)	$65.00
HAR7962	Red Dragon (1)	$80.00
HAR7974	White Dragon (1)	$97.50

THE LORD OF THE RINGS FIGURES

HARLR0001	GANDALF THE GRAY (1)	$12.50
HARLR0002	EOMIR, MARSHAL OF ROHAN (1)	$12.50
HARLR0003	BOROMIR, CAPTAIN OF GONDOR (1)	$13.00
HARLR0004	BARLIMAN BUTTERBUR (1)	$13.00
HARLR4011	HARADRIM SPEARMEN I (3)	$14.50
HARLR4012	HARADRIM SPEARMEN II (3)	$14.50
HARLR4013	HARADRIM SPEARMEN COMMAND (2)	$12.50
HARLR4014	HARADRIM SPEARMEN CHAMPION (1)	$9.50
HARLR4015	HARADRIM ARCHERS I (3)	$14.50
HARLR4016	HARADRIM ARCHERS II (3)	$14.50
HARLR4017	HARADRIM ARHCERS COMMAND (2)	$12.50
HARLR4018	HARADRIM ARCHERS CHAMPION (1)	$9.50
HARLR5001	MEN OF WESTFOLD SWORDSMEN I(3)	$14.50
HARLR5002	MEN OF WESTFOLD SWORDSMEN 2(3)	$14.50
HARLR5003	MEN OF W.SWORDSMEN COMMAND (2)	$12.50
HARLR5004	MEN OF W.SWORDSMEN CHAMPION(1)	$9.50
HARLR6001	MINAS TIRITH MAA SPEARMEN (3)	$14.50
HARLR6002	MINAS TIRITH MAA SPEARMEN 2(3)	$14.50
HARLR6003	MINAS TIRITH MAA COMMAND (2)	$12.50
HARLR6004	MINAS TIRITH MAA CHAMPION(1)	$9.50

Hordes of the Things

WRG **HORDES OF THE THINGS**

A 40 page book of fast play fantasy miniatures rules, using a system very similar to DBA. All armies consist of 24 points, and can include the troop types aerial hero, god, dragon, paladin, behemoth, magicians, heroes, airboats, artillery, sneakers, clerics, flyers, knights, riders, beasts, blades, spears, shooters, warbands, hordes, and lurkers. Large battles can be played, simply by adding further generals, each of which commands 24 points. The average 24 point army will include 24 - 36 figures. Combat is very similar to DBA and DBM, and so the game is extremely fast moving and easy to learn. Hordes are done in a novel way. If one is eliminated, the next turn you can replace it by spending one command pip, and it arrives in your stronghold or back board edge. **$16.00**

Hordes of the Things 15mm Armies

15mm metal figures by Irregular Miniatures.

HOTT Elf Army (24 Army Points)	$20.00
HOTT Dwarf Army (24 Army Points)	$20.00
HOTT Orc Army (24 Army Points)	$20.00
HOTT Skeleton Army (24 Army Points)	$20.00
HOTT Lizardmen Army (24 Army Points)	$28.00
HOTT Amazon Army (24 Army Points)	$20.00
HOTT Dark Dwarf Army (24 Army Points)	$20.00
HOTT Ratmen Army (24 Army Points)	$20.00
HOTT Halfling Army (24 Army Points)	$20.00

FSK1	Skeleton Swordsman (1)	$055
FSK2	Skeleton Spearman (1)	$055
FSK3	Skeleton Archer (1)	$055
FSK4	Skeleton Crossbowman (1)	$055
FSK5	Armored Skeleton (1)	$055
FSK6	Skeleton Cavalry (1)	$1.10
FSK7	Skeleton Chariot	$6.50
FSK8	Skeleton Chief (1)	$055
FSK9	Skeleton Musician (1)	$055
FSK10	Skeleton Standard Bearer (1)	$055
FEQ4	Skeleton War Machine and crew	$5.00
FCR1	Sorcerer/Wizard (1)	$0.55
FCR2	Troll (1)	$2.00
FCR3	Gaint (1)	$2.75
FCR4	Wolf (1)	$1.10
FCR5	Woolly Mammoth with orc crew in howdah	$11.00
FCR6	Dragon	$11.00
FCR7	Flying Demon	$2.75
FCR8	Wraith	$0.55
FCR9	Lurker (1)	$0.55
FCR10	Ent	$5.00
FRC11	Mounted Magician	$1.10
FCR12	Skeletal Beast with Howdah & Crew	$11.00
FCR13	Lizard Beast	$1.10
FCR14	Mounted Wizard	$1.10
FLM1	Lizardman Swordsman (1)	$0.55
FLM2	Lizardman Spearman (1)	$0.55
FLM3	Lizardman Crossbowman (1)	$0.55
FLM4	Lizardman Bowman (1)	$0.55
FLM5	Heavy Lizardman with Halberd (1)	$0.55
FLM6	Lizardman Cavalry (1)	$1.30
FLM7	Lizardman Chariot (1)	$6.50
FLM8	Lizardman Standard Bearer (1)	$0.55
FLM9	Lizardman Drummer (1)	$0.55
FLM10	Lizardman Chief (1)	$0.55
FHAF1	Halfling Spearman (1)	$0.55
FHAF2	Halfling Bowman (1)	$0.55
FHAF3	Halfling Standard Bearer (1)	$0.55
FHAF4	Halfling Chief (1)	$0.55

Chariot Hordes of the Things 15mm Armies

15mm metal figures by Chariot Miniatures. Allow up to 3 weeks for delivery.

Chariot HOTT Elf Army	$22.50
Chariot HOTT Undead Army	$48.00
Chariot HOTT Lizardmen Army	$48.00
Chariot HOTT Orc/Goblin Army	$51.00
Chariot HOTT Semi-historical Egyptian Army	$28.50

Chariot Miniatures 15mm Fantasy

True 15mm fantasy figures with exquisite detail. Allow up to 3 weeks for delivery.

Lizardmen

Very detailed, very cute lizardmen, especially the War Turtles!

LIZ1	Lizardman General & Standard in War Turtle	$7.50
LIZ2	Lizardmen Magicians and cauldron (3)	$2.95
LIZ3	Lizardmen War Turtle with 2 crew with crossbow (1)	$7.50
LIZ4	Pterosaur and crossbow rider (1)	$2.95
LIZ5	Lizardmen with sword and shield (8)	$4.95
LIZ6	Lizardmen with tridents (8)	$4.95
LIZ7	Lizardmen with halberds (8)	$4.95
LIZ8	Lizardmen with short swords (8)	$4.95
LIZ9	Armored Lizardmen with swords and shields (8)	$4.95
LIZ10	Dinosaurs and riders (2)	$3.95
LIZ11	Lizardmen with crossbows (8)	$4.95
LIZ12	Carniverous dinosaurs (4) and handler	$2.95

Legend of the Five Rings
Clan War

AEG **CLAN WAR Legend of the Five Rings**

This is one of the most beautifully presented fantasy miniatures games I've seen, with the highest quanlity components I've seen too! This is fantasy miniatures wargaming in the Emerald Empire, based on the Legend of the Five Rings roleplaying and collectable card games. Samurai, shugenja, and mythological creatures meet to do battle in Rokugan, a place of honor, steel and sorcery which is being torn apart by the rivalries of the Great Clans while a dying Emperor sits on his ancient throne. Includes everything a player could need to play, including rulebook, clan army book with army lists, four dice, 80 Tactical Fate cards, 120 Army cards with hero and troop stats, and 58 exaggerated 25mm metal miniatures (actually 30mm tall), including six daimyo (generals) for the six Great Clans, 26 fully armored samurai archers and 26 armored samuai infantry. You can use from 15 to 150 figures per side, where 60 figures per side is recommended for the average game. Finally, a fantasy miniatures game without orks and elves! Includes rules for magic, etc. **$157.50**

Clan War Tactical Cards A deck of 50 cards. *March?*	$14.50
Clan War Spell Cards A deck of 40 cards. *March?*	$14.50

Clan War Boxed Game

Clan War Miniatures

30mm metal figures.

Boxed Sets

ALD12-002 Clan War Infantry Expansion (28 unaligned metal infantry, 7 each of 4 different types, half archers, half infantry)	$71.95
ALD12-003 Clan War Cavalry Expansion (12 unaligned metal cavalry, 6 each of 2 different riders and horses)	$82.95
ALD12-004 Crab Army: Hida Yakamo & House Guard (13)	$74.95
ALD12-005 Lion Army: Ikoma Ujiaki & House Guard (13)	$74.95

ALD12-006 Crane Army: Doji Kuwanan & Doji Houseguard (13)	$74.95
ALD12-007 Phoenix Army: Shiba Katsuda & 12 Houseguard (13)	$74.95
ALD12-008 Dragon Army: Mirumoto Taki & 12 Houseguard (13)	$74.95
ALD12-009 Unicorn Army: Shinjo Tashima & 12 Mounted Samurai	$99.95
AlD12-010 Shadowlands Army (22) Tsukuro, Kyojin, 20 Skeletons	$89.95
ALD12-011 Naga Army (13 Naga Samurai)	$89.95
ALD12-012 Scorpion Army Bayushi Togai & 12 House Guard	$69.95
ALD12-014 Toturi`s Army & Yoritomo`s Alliance: Kamoto + 12	$69.95

Blister Packs

ALD10-101 Crab: Kuni Witch Hunters (4)	$23.95
ALD10-102 Crab: The Damned (4)	$23.95
ALD10-103 Crab: Berserkers (4)	$23.95
ALD10-104 Crab: Hiruma Scouts (4)	$23.95
ALD10-105 Crab: Hida Kisada Clan Champion	$11.95
ALD10-106 Crab: Hida Oushi & Kuni Yori	$15.95
ALD10-107 Crab Heavy Elite Samurai (4)	$23.95
ALD10-108 Crab Clan Hida Amoro & mtd Hida Tsuru	$23.95
ALD10-109 Crab: Kaiu Kenru, Hida Unari, Hida Tampako	$23.95
ALD10-110 Crab: Defenders of the Wall (4)	$23.95
ALD10-111 Crab: Kaiu Engineers *Due January*	$23.95
ALD10-119 Crab: Tsuru`s Legion (2 mounted samurai)	$23.95
ALD10-201 Crane: Kakita Academy Students (4)	$23.95
ALD10-202 Crane: Daidoji Iron Warriors (4)	$23.95
ALD10-203 Crane: Elite Archers (4)	$23.95
ALD10-204 Crane: Doji Hoturi (1)	$11.95
ALD10-205 Crane: Kakita Toshimoko & Kakita Yoshi	$15.95
ALD10-206 Crane: Kenshinzen (4)	$23.95
ALD10-207 Crane Clan Doji Yosai & Asahina Tomo	$15.95
ALD10-208 Crane Personalities # 3 (3)	$23.95
ALD10-209 Daidoji Saboteurs (4)	$23.95
ALD10-212 Crane: Daidoji Sonoko, Doji Chomei, Daidoji Kisu	$23.95
ALD10-213 Crane: Daidoji Harriers *Due March*	$23.95
ALD10-301 Ise Zumi Dragon Clan (4)	$23.95
ALD10-302 Dragon's Talons (4) Dragon Clan Samurai w/katana	$23.95
ALD10-303 Dragonscales (4) Dragon Clan Female Samurai	$23.95
ALD10-304 Medium Elites (4) Dragon Clan with Najinata	$23.95
ALD10-305 Togashi Yokuni (1) Dragon Clan	$20.95
ALD10-306 Dragon Personalities (2) Dragon Clan	$15.95
ALD10-307 Dragon Personalities (1 foot, 1 mounted)	$23.95
ALD10-308 Dragon: Togashi Yoshi & Kitsuki Yasu	$15.95
ALD10-309 Dragon: Dragon Flame *Due February*	$23.95
ALD10-310 Dragon: Agasha Fireblossoms (4)	$23.95
ALD10-312 Dragon: Tattooed Madmen *Due March*	$23.95
ALD10-401 Lion: Akodo Death Seekers with Katana (4)	$23.95
ALD10-402 Lion: Lion's Pride (4)	$23.95
ALD10-403 Lion: Elite Spearmen (4)	$23.95
ALD10-404 Lion: Heavy Elite Infantry – Samurai with Naginata (4)	$23.95
ALD10-405 Lion: Matsu Tsuko	$11.95
ALD10-406 Lion: Kitsu Motso & Ikoma Ryozo	$15.95
ALD10-407 Lion Personalities # 3 (3)	$23.95
ALD10-408 Lion Clan Matsu Yojo & mtd Matsu Agetoki	$23.95
ALD10-409 Lion's Pride – 4 Female Samurai	$23.95
ALD10-410 Lion Matsu Imura and lion (you know, the animal!)	$23.95
ALD10-411 Lion Warcats (2)	$15.95
ALD10-412 Lion: Ikoma Elite Guardians *Due February*	$23.95
ALD10-413 Lion: Matsu Gohei, Matsu Toshiro, Ikoma Tsanuri *Jan*	$23.95
ALD10-414 Lion: Lioness Legion *Due February*	$23.95
ALD10-501 Avalanche Guard (4) Phoenix Clan	$23.95
ALD10-502 Firestorm Initialtes (4) Phoenix Clan	$23.95
ALD10-503 Tsunami Legio (4) Phoenix Clan	$23.95
ALD10-504 Hurricane Acolytes (4) Phoenix Clan	$23.95
ALD10-505 Shiba Ujimittsu (1) Phoenix Clan	$11.95
ALD10-506 Phoenix Personalities (2)	$23.95
ALD10-507 Phoenix Personalities # 3 (2)	$16.95
ALD10-508 Phoenix Clan Isawa Uona & Isawa Tadaka	$15.95
ALD10-509 Phoenix Shiba Rushu, Shiba Tetsu, Nameless One	$23.95
ALD10-510 Phoenix Void Guards (4)	$23.95
ALD10-511 Phoenix Oni no Tadaka (1)	$23.95
ALD10-512 Phoenix Isawa Inquisitors (4)	$23.95
ALD10-601 Unicorn Battle Maidens (4)	$23.95
ALD10-602 Unicorn Shinjo Thunder (2 mounted)	$23.95
ALD10-603 Unicorn Horse Archers (2 mounted)	$23.95
ALD10-604 Unicorn Moto Fanatics (2)	$23.95
ALD10-605 Unicorn Shinjo Yokatsu (1)	$15.95
ALD10-606 Unicorn Otaku Kamoko on horse	$15.95
ALD10-607 Unicorn Shinjo Hanari on horse	$15.95
ALD10-608 Unicorn Iuchi Daiyu on horse	$15.95
ALD10-609 Unicorn Personalities (2)	$15.95
ALD10-610 Unicorn Striders (4)	$23.95
ALD10-611 Unicorn: Ki-Rin Wardogs *Due February*	$27.95
ALD10-612 Unicorn Ashi-Kyu Archers (4)	$27.95
ALD10-701 Scorpion: Magistrate, Bushi & Courtier (3)	$23.95
ALD10-702 Scorpion: Scorpion`s Strike (4)	$23.95
ALD10-703 Scorpion: Crimson Legion (4)	$23.95
ALD10-704 Scorpion: Black Cabal (4)	$23.95
ALD10-705 Scorpion: Shadow Assassins (4)	$23.95
ALD10-706 Scorpion: Bayushi Aramoro & Yokuan (2)	$15.95
ALD10-707 Scorpion: Bayushi Kachiko (the Lady herself!)	$11.95
ALD10-708 Scorpion: Bayushi Shoju, 'normal' and 'undead' (2)	$15.95
ALD10-709 Scorpion: Bayushi Tomaru & Tangen (2)	$15.95
ALD10-801 Toturi (1)	$11.95
ALD10-802 Toturi Personalities # 1 (2)	$15.95
ALD10-803 Elite Ronin Guard (4)	$23.95
ALD10-807 Veteran Ronin Archers (4)	$23.95
ALD10-901 Yoritomo: Yoritomo *Due March*	$11.95
ALD10-902 Yoritomo Personalities (2)	$15.95
ALD10-903 Tortoise Marines (4)	$23.95
ALD10-904 Mantis Mercenaries	$23.95
ALD12-051 Infantry Bases (20)	$7.95
ALD12-052 Cavalry Bases (12)	$7.95
ALD12-053 Large Infantry Bases (10)	$7.95
ALD12-072 Spearmen Reinforcements (12) *Due February*	$59.95
ALD12-073 Goblin Raiding Party (12)	$64.95
ALD12-102 Heavy Cavalry (24 different figs)	$23.95
ALD12-104 Yojimbo Armored Samurai (4 different figures)	$23.95
ALD12-107 Light Cavalry (2) *Due January*	$23.95
ALD12-108 Heavy Infantry (4)	$23.95
ALD12-109 Archers Wearing Medium Armor (4)	$23.95
ALD12-110 Medium Infantry (Samuria in partial armor) (4)	$23.95
ALD12-111 Ninja (2)	$11.95
ALD12-113 Unaligned Personalities # 1 (2)	$16.95
ALD12-121 Back Banners (20)	$13.95
ALD13-101 Goblin Berserkers (8 figures)	$23.95
ALD13-102 Goblin Mob (8 figures on 4 bases)	$23.95
ALD13-103 Ogre Bushi (2)	$23.95
ALD13-104 Zombie Troops (4)	$23.95
ALD13-105 Oni No Kamu (2)	$23.95
ALD13-106 Magic Mud Goblins (4)	$23.95
ALD13-107 Shadowlands Madmen 4)	$23.95
ALD13-108 Ogre Warriors (4)	$31.95
ALD13-110 Goblin Leaders (4)	$23.95
ALD13-111 Yogo Junzo (1)	$11.95
ALD13-112 ShadowLands Skeleton Archers (12)	$59.95
ALD13-113 Lesser Oni (12)	$59.95
ALD13-114 Oni Podlings (6)	$27.95
ALD13-115 Shadowlands: Oni No Tabi-bi *Due January*	$29.95
ALD13-118 Mobbing Goblins (24)	$59.95
ALD13-119 Shadowlands: Goblin Chuckers *Due March*	$59.95
ALD13-120 Ugu`s Cavalry (3) Goblins riding beasts	$23.95
ALD13-121 Shadowlands: Lost Moto *Due March*	$23.95
ALD14-101 Ratling Bushi (4)	$23.95
ALD14-412 Ratling Heroes: Tchickchuk & Ropp`tch`tch *January*	$15.95
ALD15-101 Naga: Bushi	$25.95
ALD15-102 Naga: Bowmen	$25.95
ALD15-103 Naga: Spearmen	$25.95
ALD15-104 Naga: Temple Guardians	$25.95
ALD15-105 Naga: Cavalry (2 females on horses)	$23.95
ALD15-106 Naga: Isha & Warlord	$23.95
ALD15-107 Naga: Mara on foot and mounted *Due February*	$25.95
ALD15-108 Naga: Shashakar & Shugenja	$23.95
ALD15-109 Naga: Qamar	$23.95
ALD15-110 Naga: Naga Vipers *Due February*	$27.95

Beast Boxed Sets

ALD99-001 Earth Dragon *Due ?*	$49.95
ALD99-002 Kyoso No Oni *Due ?*	$31.95
ALD99-003 Fire Dragon (huge and very, very impressive!)	$64.95
ALD99-004 Oni no Isuburu (2 huge demons)	$64.95
ALD99-005 Water Dragon (this one's huge too!)	$64.95
ALD99-006 Elemental Terrors (Air and Earth Elementals)	$49.95
ALD99-008 Oni No Akuma (the great Oni that every lived)	$59.95
ALD99-009 Radakast Beast	$59.95
ALD99-010 Oni No Chizaro	$49.95
ALD99-012 Crab: Oni No Hida Yakamo	$69.95
ALD99-014 Dragon: Togashi Hoshi *Due March*	$59.95

RAFM

Angels etc

RAF3300	ANGEL OF VICTORY	$8.50
RAF3301	ANGEL OF JUDGEMENT	$8.50
RAF3302	ANGEL OF LAW	$8.50
RAF3303	ANGEL OF GRACE	$8.50
RAF3304	ARCHANGEL OF LIGHT	$8.50
RAF3305	AVENGING ARCHANGEL	$8.50
RAF3306	PEGASUS	$9.00
RAF3307	NIGHTMARE PEGASUS	$9.00
RAF3308	HIPPOGRIF	$9.00
RAF3309	UNICORN AND MAID	$9.00
RAF3310	DUELING UNICORNS	$10.95
RAF3311	UNICORN AND YEARLING	$9.00
RAF3313	SION - CABALISTIC ANGEL	$9.00
RAF3314	ACHERON - ANGEL OF TARTMUS	$9.50
RAF3315	CATHAR - HERETIC ANGEL	$9.50
RAF3316	SHEOLE - ANGEL OF MIDIAN	$9.50
RAF3317	USHABTIS - ANGEL OF STYX	$9.50

RAL PARTHA

Ral Partha's Battlestorm

Ral Partha's BATTLESTORM Ral Partha have at last released their own fantasy miniatures rules! Battlestorm uses a simple combat system that stresses action, reaction and interaction. Attackers declare any melee combat before they move. This way the opponent has the option of counter-attacking, fleeing or even attacking some other unit. Combat can fire off an exciting chain reaction that suddenly draws many units into the fray. These are called *battlestorms* and they often mean a battle can hinge on a few critical decisions that cause an explosion of carnage. These rules are designed for the bold commander who wants to feel the rush of adrenaline as his troops become enmeshed in a tactical chess match with all the violence and pageantry of a medieval fantasy battle. 160 full color pages with heaps of color photos of Ral Partha miniatures, includes army lists and stats for Savages, Barbarians, Reavers, Tyrants, Dragons, Dwarves, Goblins, Orcs, High Elves, Humans, Undead, Trolls, Ogres, and heaps of monsters and animals, etc. Special - **$30.00**

'01' FANTASY SERIES

Blisters with ( ) true 25mm figures.

RAL01001	EVIL WIZARD W/FINGER (1)	$3.95
RAL01005	WINGED GREMLIN	$3.95
RAL01011	ANGEL	$7.25
RAL01012	ARCHANGEL	$8.50
RAL01019	ANGEL OF DEATH W/SCYTHE	$8.25
RAL01027	RANGERS, MTD & ON FOOT	$11.25
RAL01028	GREMLIN WAR PARTY (3)	$10.95
RAL01030	WRAITH WITH SICKLE	$3.95
RAL01040	WEREBEAR (1)	$9.25
RAL01050	GIANT WYVERN	$12.50
RAL01066	NECROMANCERS (3)	$10.95
RAL01068	DRAGON BLISTER	$17.95
RAL01071	UNICORN WITH MTD MAID	$8.25
RAL01072	COLD DRAKE	$16.95
RAL01083	WAR DRAGON	$19.95
RAL01090	STORM GIANT WITH AXE	$12.50
RAL01091	MTD ELF HERO IN PLATE	$11.50
RAL01094	GOLDEN DRAGON	$38.95
RAL01095	JABBERWOCK (1)	$11.25
RAL01114	THIEVES (4)	$12.75
RAL01126	MTD CHAOS LORD W/SWORD	$11.25
RAL01128	BRIGANDS TREASURE CARAVAN	$18.95
RAL01129	CELESTIAL DRAGON	$19.95
RAL01134	LAWFUL FIGHTIN' COMPAN	$7.25
RAL01135	LAWFUL SWORDMASTERS (2)	$7.25
RAL01136	CHAOTIC DOOM KNIGHTS (2)	$7.25
RAL01138	BLACK DRAGON	$22.95
RAL01139	BLUE DRAGON	$22.95
RAL01143	MALKOTIAN SPEARMEN (2)	$7.50
RAL01151	SEA DRAGON	$22.95
RAL01155	GIANT GRIFFON (1)	$13.25
RAL01159	ELITE ARMOURED DWARF GUARDS	$8.50
RAL01162	EVIL CRIMSON DRAGON (1)	$16.95
RAL01163	FIRE DRAKE (1)	$20.50
RAL01164	ELF ANTI-HERO WITH SLAVE GIRL	$10.25
RAL01165	DANCING GIRLS (3)	$12.50
RAL01168	DWARF, ELF & CHAARNA	$10.25
RAL01169	KROGAR THE GORILLAMAN	$15.95
RAL01170	THE THIEVES' GUILD	$10.25
RAL01171	WHITE WORM (1)	$17.50
RAL01172	HIGHLAND DRAGON & CONSORT	$18.50
RAL01173	SORCERESS ON PALANQUIN	$14.95
RAL01174	BARBARIAN DWARVES	$10.95
RAL01175	NUADHA SILVERHAND	$8.50
RAL01177	DAMSEL IN DISTRESS	$12.95
RAL01178	DEMON WOMEN (3)	$12.50
RAL01179	PERSEUS VERSES THE	$19.95
RAL01180	WINGED LION	$10.25
RAL01181	PEGASUS & MOUNTED VALKYRI	$12.75
RAL01182	DWARF DRAGON FIGHTER (3)	$11.50
RAL01183	DWARF SHIELD MAIDENS (3)	$11.50
RAL01184	EVIL DRAGON AND CAPTIVE	$17.95
RAL01185	DWARF ADVENTURERS (3)	$13.95
RAL01186	MIZOR SUMMONED DEMON LORD	$9.25
RAL01187	KINGS (4)	$13.95
RAL01188	QUEENS (4)	$14.50
RAL01189	BEOWULF AND GRENDEL	$9.75
RAL01190	SINBAD ON FLYING CARPET	$9.75
RAL01191	FALLEN ANGEL	$10.50
RAL01192	HYDRA	$15.95
RAL01249	3/4" X 3/4"	$4.95
RAL01314	BRASS DRAGON	$18.95
RAL01315	FIGHTER PLAYER CHARACTER (3)	$12.50
RAL01316	RANGER PLAYER CHARACTER (3)	$11.50
RAL01317	MAGIC USER PLAYER	$12.50
RAL01318	HOBBIT THIEF 3-STAGE CHRCTR(3)	$11.50
RAL01320	PALADIN PLAYER CHARACTER (3)	$10.25
RAL01321	HUMAN ASSASSIN 3-STAGE CHAR(3)	$12.50
RAL01322	BARBARIAN PLAYER	$12.50
RAL01323	DWARF FIGHTER (3 STAGE) (3)	$10.25
RAL01324	ELF FIGHTER (3 STAGE)	$10.25
RAL01325	DRUID (3 STAGE) (3)	$10.25
RAL01326	CLERIC 3-STAGED CHARACTER (3)	$11.50
RAL01328	ANTI-PALADIN (3)	$10.25
RAL01329	ELF FIGHTER/MAGE (3)	$12.50
RAL01330	FIGHTER W/AXE (3)	$11.50
RAL01333	WIZARD MAGE W/STAFF (3)	$10.25
RAL01336	NINJA PLAYER CHARACTER (3)	$11.50
RAL01337	FEMALE MAGIC USER (3)	$10.25
RAL01401	WHITE WIZARD	$11.50
RAL01402	CARN, WARRIOR/MAGE	$11.50
RAL01405	CZARCHON, WITCH KING	$11.50
RAL01406	EVIL SUPERHERO W/AXE &	$12.50
RAL01407	PALADIN MTD W/SWORD &	$11.50
RAL01408	BLACK PRINCE MTD W/AXE	$11.50
RAL01410	SIMON PENITENCER	$11.50
RAL01411	MANDRONE THE EXORCIST	$12.95
RAL01413	BROK THE MALEVOLENT	$12.95
RAL01415	BARON DIABOLAK DEATH	$12.95
RAL01417	NOMAD WARRIOR WOMAN	$12.95
RAL01601	DWARF CHAMPION W/SWORD (1)	$4.50
RAL01602	ORC KING W/SWORD (1)	$4.50
RAL01603	NECROMANCER W/WAND (1)	$4.50
RAL01604	CHAOS DEATHMASTER W/SCYTHE (1)	$4.95
RAL01605	GNOME MASTER THIEF W/SWRD (1)	$4.50
RAL01606	WAR GOD	$9.75
RAL01607	GODDESS OF EVIL	$9.75
RAL01608	GODDESS OF LOVE	$9.75
RAL01609	SUN GOD	$9.75
RAL01610	GOD OF THE SEA	$10.50
RAL01611	DARK ELF	$5.50
RAL01612	HIGH ELF FEMALE CHAMPION	$5.50
RAL01613	HIGH ELF HEAVY FIGHTER	$5.50
RAL01614	HIGHLANDER BARBARIAN	$5.50
RAL01700	MAN WITH MEGALICTIS	$9.75
RAL01701	MAN WITH CAVE LION	$10.50
RAL01702	MALE WITH RUNNING HYENA	$9.75
RAL01703	WOMAN WITH SABERTOOTH	$9.75
RAL01704	DORAK WITH HYAENODON	$9.75
RAL01705	VRINA WITH LIGER	$9.75
RAL01706	VELMA & CAVE HYENA	$9.75
RAL01707	TALLEAH WITH CHEETAH	$9.75
RAL01708	BYDAN WITH OSTEOBORUS	$9.75
RAL01709	SHONA & DOGBEAR	$9.75
RAL01710	HUNTRESS AND HUNTING	$12.95
RAL01711	IVEA THE BATTLE QUEEN	$7.25
RAL01713	KALA WITH PHORHUSRACOS	$10.95
RAL01714	DANAE WITH SMILODON	$9.75
RAL01750	T-REX	$59.95
RAL01751	TRICERATOPS	$39.95
RAL01752	PTERANODON	$17.95
RAL01753	RAPTORS (3)	$19.95
RAL01754	PARASAUROLOPHUS	$19.95
RAL01755	YOUNG STEGASAURUS	$23.95

'03' FANTASY SERIES

Blisters with (1) true 25mm figures.

RAL03013	RANGER (1)	$4.50
RAL03014	GREENBLADE THE RANGER (1)	$4.50
RAL03015	TRACKER (1)	$4.50
RAL03034	ANTI-PALADIN (1)	$4.50
RAL03035	HELIOS (1)	$4.50
RAL03036	DRAKO (1)	$4.50
RAL02040	WIZARD (1)	$4.50
RAL03041	MAGE (1)	$4.50
RAL03042	ENVOKER (1)	$4.50
RAL03145	FEMALE DWARVEN WARRIOR	$4.50
RAL03146	MALE DWARVEN LORD	$4.50
RAL03155	FEMALE PALADIN	$4.50
RAL03156	MALE PALADIN	$4.50
RAL03159	FEMALE HALFLING HERO	$4.50
RAL03160	MALE HALFLING FIGHTER	$4.50

FANTASY ARMY PACKS

Most of this range are the new 28mm figures, with 4 - 6 foot or 2 - 3 cavalry

RAL02001	HIGH ELVES WITH SWORDS (6)	$15.95
RAL02002	HIGH ELVES WITH POLEARMS (6)	$14.50
RAL02003	HIGH ELVES WITH SPEARS (6)	$19.95
RAL02004	HIGH ELVES FIRING BOWS (6)	$19.95
RAL02005	FEMALE HIGH ELVES W/BOWS (6)	$15.95
RAL02006	HIGH ELF REGULARS W/SWORDS (6)	$15.95
RAL02007	HIGH ELF REGULARS W/SPEARS (6)	$14.50
RAL02008	HIGH ELF REGULARS W/AXES (6)	$14.50
RAL02009	HIGH ELF REGULARS W/BOWS (6)	$14.50
RAL02010	FEMALE HIGH ELF REG W/BOW (6)	$15.95
RAL02011	IRREGULAR ELF SERGEANTS (5)	$16.95
RAL02012	REGULAR ELF SERGEANTS (5)	$18.95
RAL02013	HIGH ELVEN MTD LANCERS (2)	$22.95
RAL02014	HIGH ELF HORSE ARCHERS (2)	$20.50
RAL02015	HIGH ELVEN WARLORD (1)	$8.50
RAL02016	HIGH ELVEN COMMAND (3)	$16.95
RAL02030	DWARVEN ENGINEERS (6)	$13.95
RAL02031	DWARVEN AXEMEN (6)	$13.95
RAL02032	ELITE DWARF AXEMEN MIXED (6)	$14.50
RAL02033	DWARVES WITH 2 HANDED AXES (6)	$13.95
RAL02034	DWARVEN CAVALRY (3)	$17.50
RAL02035	DWARVEN ARQUEBUSIERS (6)	$14.50
RAL02036	DWARF W/HAMMER (6)	$13.95
RAL02037	DWARVEN SWORDSMEN (6)	$14.50
RAL02038	DWARF W/CROSSBOW (6)	$14.50
RAL02039	DWARVEN COMMAND (4)	$14.50
RAL02040	DWARF ORNITHOPTER (FLYING MACH	$12.50
RAL02041	DWARF AUTOMATONS (ROBOTS) (6)	$15.95
RAL02049	GOBLIN COMMAND (4)	$14.50
RAL02050	MIXED IMP SKIRMISHERS	$13.95
RAL02051	GOBLIN SPEARMEN (6)	$14.50
RAL02052	GOBLIN SWORDSMEN (6)	$14.50
RAL02053	GOBLIN ARCHERS (6)	$14.50
RAL02054	GOBLIN BERSERKERS (6)	$14.50
RAL02060	GOBLIN WAR CHARIOT	$28.50
RAL02061	GOBLIN WOLF RIDER (3)	$17.50
RAL02062	LESSER ORC ARCHERS	$12.95
RAL02073	KORGS KILLERS (6 ORCS)	$13.95
RAL02077	ORC ARCHERS (6)	$13.95
RAL02079	ORC COMMAND GROUP (4)	$13.95
RAL02080	ORC LEGIONARIES (6)	$14.50
RAL02084	ORC LEADER & GUARDS (5)	$13.95
RAL02093	WOLF RIDERS MIXED (4)	$14.50
RAL02094	WOLF RIDERS & WOLF (4)	$14.50
RAL02103	CHAOTIC WARRIORS	$12.95
RAL02110	LORD GOODWINS COMMAND	$14.50
RAL02112	LANCERS OF JUSTICE (3)	$20.50
RAL02113	LEGION OF JUSTICE	$14.50
RAL02130	DAE-SHIRU COMMAND	$13.95
RAL02140	TROLL SHAMAN & LEADER (2)	$13.95
RAL02141	TROLL STANDARD & DRUMMER (2)	$13.95
RAL02142	TROLL ROCK THROWERS (3)	$13.95
RAL02143	TROLL HEAVY INFANTRY (3)	$13.95
RAL02144	TROLL LIGHT INFANTRY (3)	$13.95
RAL02145	OGRE COMMANDER (1)	$10.50
RAL02146	OGRE STANDARD (1)	$10.50
RAL02147	OGRE HEAVY ASSAULT TROOPS (2)	$17.50
RAL02148	OGRE WARRIOR (2)	$17.50
RAL02149	OGRE SPEARMEN (2)	$13.90
RAL02150	OGRE CHAMPION & HERALD (2)	$17.95
RAL02151	OGRE GUARDSMEN (2)	$13.95
RAL02152	OGRE ASSAULT BOWMEN (2)	$15.25
RAL02161	DWARF BOMBARD & (3)	$15.95
RAL02164	TROLL CATAPULT & LOADER	$13.95
RAL02165	OGRE BALLISTA (1)	$19.95
RAL02180	SKELETONS FOOT COMMAND (4)	$14.50
RAL02181	SKELETONS WITH SWORDS (6)	$15.95
RAL02182	SKELETONS WITH BOWS (6)	$15.95
RAL02183	SKELETONS WITH SPEARS (6)	$15.95
RAL02184	ARMORED SKELETONS (6)	$14.50
RAL02185	LIGHT SKELETON CAVALRY (2)	$18.95
RAL02186	ARMORED SKELETON CAVALRY (2)	$17.95
RAL02187	SKELETON MOUNTED COMMAND (2)	$21.95
RAL02188	SKELETAL FOOT KNIGHTS SWRDS(4)	$16.95
RAL02189	SKELETON HORSE ARCHERS (2)	$20.50
RAL02191	SKELETAL HEROES (3)	$16.95
RAL02192	NECROMANCER ON SKELETAL PEGASU	$19.95
RAL02200	REAVER MARINES (6)	$14.50
RAL02201	REAVERS: SLAVERS (6)	$16.95
RAL02202	REAVER WAR WITCHES (3)	$14.50
RAL02203	BARBARIAN REAVER SCOUTS (4)	$16.95
RAL02204	TYRANTS: WARRIORS W/WPNS (6)	$14.50
RAL02205	TYRANTS: WARRIORS, SHD,SWRD(6)	$16.95
RAL02206	TYRANTS:ADVENTURERS W/SPEARS 4	$14.50
RAL02207	BARBARIAN FOOT COMMAND (3)	$14.50
RAL02208	TYRANT BERSERKERS (4)	$16.95
RAL02209	TYRANT SHIELD MAIDENS (4)	$14.50
RAL02210	TYRANT CROSSBOWMEN (4)	$16.95
RAL02211	TYRANT CHAMPION (1)	$8.50
RAL02212	SAVAGES: BOWMEN (6)	$14.50
RAL02213	SAVAGES: SKIRMISHERS (6)	$14.50
RAL02214	BARBARIAN TRACKER W/WARBEASTS	$16.95
RAL02215	BARBARIAN SPIRIT WALKERS (4)	$16.95
RAL02216	HORSE LORDS LANCERS (2)	$18.95
RAL02217	AMAZON HORSE ARCHERS (3)	$19.95
RAL02218	BARBARIAN MOUNTED COMMAND (2)	$22.95
RAL02219	LIGHT HORSE ARCHERS (2)	$20.50
RAL02220	REGULAR CAV WITH SPEAR (2)	$20.50
RAL02221	BARBARIAN HORSE LORD PRIESTESS	$18.95
RAL02222	DARK WIZARDS (3)	$22.95
RAL02223	THE PROMISED ONE	$22.95
RAL02230	CHAOS IMPERIUM COMMAND (3)	$14.50
RAL02231	CHAOS MISSILE TROOPS (4)	$13.95
RAL02232	CHAOS GUARDSMEN (4)	$14.50

RAL02233	FOOT KNIGHTS (4)	$14.50
RAL02234	CRIMSON DEATH AMAZONS (4)	$13.95
RAL02235	CHAOS IMPERIUM BERSERKERS (4)	$13.95
RAL02236	SHOCK TROOPERS WITH PIKE (2)	$13.95
RAL02237	LT SKIRMISHER BEASTMEN (4)	$13.95
RAL02238	CHAOS HEAVY ASSAULT BEASTMEN 4	$13.95
RAL02239	SCROPION MAN SHOCK LORD	$12.50
RAL02240	CHAOS BEASTMEN CAVALRY (2)	$16.95
RAL02241	CHAOS HEAVY CAVALRY (2)	$22.95
RAL02242	MOUNTED DEATH KNIGHTS LANCE(2)	$19.50
RAL02243	CHAOS IMPERIUM MTD KNIGHTS (2)	$19.50
RAL02244	WAR WIZARDS MOUNTED & FOOT	$13.95
RAL02245	CHAOS WAR MONKS (3) & BISHOP	$16.95
RAL02246	CHAOS WINGED WAR DEMONS (2)	$16.95
RAL02247	CHAOS LORD ON WAR DRAGON	$49.95
RAL02260	JUGGERNAUT ORCZ COMMAND	$20.50
RAL02261	LIGHT ORC IMPALERS (3)	$14.95
RAL02262	LIGHT ORC FAR STRIKERS	$14.95
RAL02263	GARGANTUA ANARK (1)	$9.95
RAL02264	DRILLMASTER OF CRUSHED FISTS	$8.50
RAL02265	LIGHT ORCZ GUTTERS (3)	$16.95
RAL02266	HEAVY ORCZ IMPALERS (3)	$17.95
RAL02267	HEAVY ORCZ FAR STRIKERS	$17.95
RAL02268	HEAVY ORCZ GUTTERS (3)	$17.95
RAL02269	ASSAULT ORCZ CLEAVERS (3)	$17.95
RAL02270	ASSAULT ORCZ HACKERS (3)	$17.95
RAL02271	RAVANGER BLOOD DRINK (3)	$16.95
RAL02272	GARGAN ORCZ MOUNTED COMMANDER	$23.95
RAL02273	GARGAN ORCZ MTD STANDARD BEARR	$19.95
RAL02274	GARGAN ORCZ IMPALER (LANCER)	$21.95
RAL02275	GARGAN ORCZ MOUNTED ARCHER	$17.95

FANTASY MONSTERS

Blisters with 1 or () scale metal figures.

RAL02401	GREAT FIRE DRAGON	$22.95
RAL02403	WERETIGER	$4.95
RAL02404	GARGOYLE	$4.95
RAL02405	DEMON	$5.50
RAL02406	ARMORED MINOTAUR W/SPEAR	$5.50
RAL02407	HELL HOUNDS (3)	$11.50
RAL02408	LION CENTAURS	$11.50
RAL02414	FROST GIANT	$16.50
RAL02419	GUARDIAN DEMON	$11.50
RAL02420	GARGOYLES (4)	$12.50
RAL02421	DEMON TREE (1)	$9.95
RAL02422	GIANT RAT SWARM	$7.95
RAL02423	MUSHROOM MEN (4)	$8.50
RAL02424	SKELETAL TITAN	$17.50
RAL02426	SCAVENGER DRAGON	$20.95

ENCOUNTERS OF THE IMAGINATION

Blisters with ( ) 25mm metal figures

RAL02500	SLAVE MASTER & 3 SLAVES	$14.50
RAL02501	BARTENDER,2 BARMAIDS, BOUNCER	$14.50
RAL02502	ORC LORD ON THRONE	$16.50
RAL02505	PIRATES & SAILORS (4)	$13.50
RAL02507	THREE LADIES ESCORTED BY HERO	$12.50
RAL02508	WOLF PACK (7)	$18.95
RAL02509	FAMILIARS (3 SPRUES)	$9.75
RAL02510	TOWN GUARD (5)	$14.95
RAL02511	WEALTHY TRAVELLERS	$14.95
RAL02513	SKELETAL HUNTER & HOUNDS	$13.50
RAL02514	FIRE LORDS (3)	$14.95
RAL02515	CHILDREN OF THE WIND	$13.95
RAL02516	EARTH MASTER (3)	$12.95
RAL02518	TRAVELLING TROUPE (4)	$13.50
RAL02522	ZOMBIES (4 ZOMBIES+GRAVE)	$14.50
RAL02524	KINGS GUARDS MUSKETEERS	$14.50
RAL02526	PANDERER W/GUARD &	$14.50
RAL02527	BARBARIAN HERO'S ADV	$13.95
RAL02528	CLERIC & SUCCUBI (4)	$13.95
RAL02529	EXECUTIONERS & PRISONERS	$14.50
RAL02530	SAVAGE SISTERS (4)	$14.50
RAL02531	WAR DOGS & MASTER (4)	$14.50
RAL02532	ELEMENTAL OF FIRE & WATER	$14.50
RAL02533	ELEMENTAL OF EARTH & FIRE	$14.50
RAL02534	SAVAGE SISTERS II	$14.50
RAL02535	WATER LORDS (ACQUATIC ELVES) 2	$17.95
RAL02600	FIGHTERS IN PLATE ARMOR	$7.50
RAL02601	NOVICE THIEVES IN LEATHER	$7.50
RAL02602	WIZARD IN ROBES WITH STAFF	$7.50
RAL02603	DWARVEN FIGHTER IN PLATE	$7.50
RAL02604	RANGERS (MALE & FEMALE)	$7.50
RAL02605	CLERICS (MALE & FEMALE)	$8.50
RAL02606	ELVEN MAGIC USERS	$8.50
RAL02607	DRUIDS (MALE & FEMALE)	$7.50
RAL02608	PALADINS MALE & FEMALE	$7.50
RAL02609	HALF ELF RANGERS (M&F)	$7.50
RAL02610	HALFLING FIGHTER-THIEVES (M&F)	$7.50
RAL02611	LEGENDARY HEROES (M&F)	$8.50

FANTASY BADGUYS

Each with 1 - 4 25mm metal figures.

RAL02800	CHAOS MOUNTED KNIGHTS	$15.95
RAL02801	CHAOS LORD ON WAR BEAST	$12.95
RAL02804	PRINCE OF THE NORTH	$14.50
RAL02806	BONES OF THE PAST (3) ELMORE	$12.95
RAL02807	DANGEROUS JOURNEY (2) ELMORE	$18.50
RAL02808	SEDUCTRESS (3) ELMORE	$17.50
RAL02809	EYES OF AUTUMN (2) ELMORE	$8.95
RAL02941	CHAOTIC DRAGON & RIDER	$17.95
RAL02944	DRAGONMEN	$9.95
RAL02948	ARCHERS (3)	$8.95
RAL02949	GREY WIZARD	$3.50
RAL02955	EVIL DRAGON	$17.95
RAL02961	GOATMEN	$11.95
RAL02969	FEMALE PALADIN & UNICORNdelete	$10.95

FANTASY BOXED SETS

With 1 - 10 25mm metal figures.

RAL10307	LEGION OF DOOM (UNDEAD)	$44.95
RAL10310	SILVER AND STEEL (10 FEMALES)	$37.95
RAL10311	LARRY ELMORE'S WARBAND	$32.95
RAL10312	SILVER & STEEL II	$32.95
RAL10313	SILVER & STEEL III	$36.95
RAL10314	SNARFQUEST BOXED SET	$32.95
RAL10315	REFLECTIONS OF MYTH (8)	$37.95
RAL10360	VULTURE DRAGON	$29.95
RAL10361	SEA SERPENT DRAGON	$29.95
RAL10362	DRAGON IN FLIGHT	$29.95
RAL10364	EXTRATERRESTRIAL DRAGON	$30.00
RAL10365	DRAKENSTEIN'S MONSTER	$30.00
RAL10450	ANTAGONISTS BOXED SET	$69.95
RAL10451P	BRIDGE OF SORROWS (PLASTIC)	$69.95
RAL10452	THE CONFLICT	$99.95
RAL10463P	T-CHAR DRAGON (PLASTIC)	$41.95
RAL10464	NIDDHOGG THE WYRM	$94.95
RAL10511	RAVENLOFT DENIZENS (10)	$34.95
RAL10515	CASTLE FORLORN RAVENLOFT	$32.95
RAL10519	PLANESCAPE BOXED SET	$40.00
RAL10524	PERSONALITIES OF THE BLOOD AD&D	$33.00

REAPER MINIATURES

Dark Heaven Apocalypse

REA **Dark Heaven Apocalypse Boxed Game**

Reaper have finally released their miniatures game for use with their entire range of miniatures. Enter the fully developed world of Avalorr and explore its rich background. Command the armies of Avalorr and fill their ranks with your choice of over 250 notable characters and creatures that are detailed in the 144 page rulebook. Army lists with history and background are provided for 40 ! different empires and kingdoms, including elves, humans (which include Sisters of the Blades Mercenary Company, Knights Templar army, Highlanders, etc), dwarves, gargoyles, vampires (army includes blood wolves, bakarathi, blood imps, etc), undead (army includes liches, ghosts, skeletons, zombies, etc), orcs (including giant scorpion riders), Dire-dead (their army includes, Reapers of the Apocalypse, Grim Reapers, Arachno-assassins, etc) and a whole range of monsters and creatures. One great aspect of the army lists are that they list exactly which code of Reaper miniatures are for that troop or character type. Also includes a novel, play aid sheet, and eight metal miniatures.

Note new lower price - **$55.00**

Dungeon Dwellers 25mm

A cutsie range of verminites and mouslings & other dungeon dwellers.

REA1107	ORIENTAL DRAGON	$13.50
REA1201	GREATER DEMON	$17.95
REA1202	GREATER DEVIL	$16.50
REA1205	CYCLOPS	$11.50
REA1206	FROST GIANT	$13.95
REA1211	DEMON	$4.95
REA1212	GENIE	$6.95
REA1213	WATER ELEMENTAL	$6.95
REA1214	EARTH ELEMENTAL	$7.50
REA1215	WIND ELEMENTAL	$6.95
REA1216	FIRE ELEMENTAL	$7.50
REA1220	PEGASUS	$7.50
REA1221	UNICORN	$4.25
REA1228	SCORPION	$13.50
REA1274	SARCOPHAGUS	$7.50
REA1276	TREE MAN	$11.95
REA1352	VERMINITE PRIEST ON MOUNT	$11.95
REA1353	VERMINITE LEADER ON MOUNT	$11.95
REA1354	VERMINITE WARRIOR ON MOUNT	$11.95
REA1355	MOUSLING WARRIOR ON MOUNT	$11.95
REA1357	VERMINITE GUARD	$2.75
REA1372	VERMINITE SERGEANT	$2.75
REA1373	VERMINITE WITH RIFLE	$2.75
REA1374	VERMINITE WITH RIFLE	$2.75
REA1375	VERMINITE ASSASSIN	$2.75
REA1376	MOUSLING MUSKATEER	$2.75
REA1377	MOUSLING WENCH	$2.95
REA1378	MOUSLING MOM	$2.95
REA1379	MOUSLING MUSCIAN W/ACCORDIAN	$2.95
REA1380	MOUSLING SCOUT ON SCOOTER	$2.95
REA1381	RABBIT WITH RIFLE	$2.95
REA1382	FEMALE RABBIT	$2.95
REA1801	MOUSLING WAR PARTY (5)	$13.50
REA1802	FAMILIAR PACK (6)	$7.95
REA1808	CREATURE PACK # 2	$9.95
REA1809	LYCANTHROPE PACK	$7.50
REA1810	GHOULS & SPECTRES	$9.95
REA1811	UNDEAD PACK # 1	$9.95
REA1812	UNDEAD PACK # 2	$9.95
REA1813	SKELETON WARRIORS	$9.95
REA1814	MOVIE PACK	$9.95
REA1815	VAMPIRES & DAMSELS	$9.95
REA1816	GOBLINS & LEADER	$9.95
REA1817	KOBOLD PACK	$12.50
REA1818	ORC WAR PARTY	$9.95
REA1819	ORC LEADER ON GIANT SCORPION	$17.50
REA1820	GOBLIN WAR PARTYANT SCORPION	$14.95
REA1821	DWARVEN BRIGADE	$14.95
REA1822	ELITE ELF WARRIORS	$14.95

Dark Heaven 25mm Fantasy Personalities

This is a magnificent range of 25mm fantasy figures, suitable for role playing or for using in your fantasy battle games. The figures are exaggerated Games Workshop style, around 30mm tall.

REA2001	REAPER OF APOCALYPSE-FAMINE	$9.95
REA2002	REAPER OF APOCALYPSE-PLAGUE	$9.95
REA2003	REAPER OF APOCALYPSE-WAR	$11.95
REA2004	REAPER OF APOCALYPSE-PESTILENC	$9.95
REA2005	BROTHER NOIRE - TOX (MAGE)	$4.50
REA2006	SIDRITH - FEMALE FIGHTER	$3.95
REA2007	DOMUR - WIZARD CASTING	$3.95
REA2008	GARATH HAWKBLADE - FIGHTER	$4.50
REA2009	KRUPP THE HERETIC MAGE	$3.95
REA2010	VLAD THE IMPALER CHAOS KNIGHT	$4.50
REA2011	DARBIN THE DEADLY - MAGE	$3.95
REA2012	HOOKED HORROR	$3.95
REA2013	SKELETON ARCHER	$3.95
REA2014	SKELETON HALBERDIER	$3.95
REA2015	SKELETON SWORDSMAN	$3.95
REA2016	CONJUNCTIVIUS - BEHOLDER	$7.50
REA2018	FAMILIARS (7)	$7.50
REA2019	GRIM REAPER	$4.95
REA2020	GRIM REAPER ON HORSE	$9.95
REA2021	TARA - FEMALE THIEF	$3.95
REA2022	ELI - FEMALE ASSASSIN	$4.50
REA2023	TOLZAR - RIGHTEOUS FIGHTER	$4.75
REA2024	DIVA - LADY WITH MACE	$4.95
REA2025	KAIN - FIGHTER IN PLATE ARMOR	$4.50
REA2026	BRIGETTE - FEMALE IN ARMOR	$4.50
REA2027	D'NARG - SWORDSMAN	$4.95
REA2028	ELISHA - FEMALE MAGE W/SWORD	$3.95
REA2029	ELENA - PRINCESS MAGE	$4.50
REA2030	SARAH - SEER	$4.50
REA2031	MICHELLE - FEMALE W/2 KNIVES	$3.95
REA2032	UNTHAR - FIGHTER WITH MACE	$4.95
REA2033	SIR FALKIRK - KNIGHT WITH AXE	$4.50
REA2034	KURFF - ASSASSIN	$4.25

02032
02033
02034

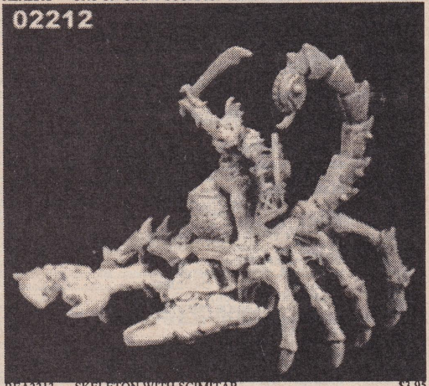
REA2034	KURFF - ASSASSIN	
REA2035	GWENDALYN - FEMALE HEALER	$4.95
REA2036	NICOLE - FEMALE KNIGHT W/SWORD	$4.50
REA2037	ELANTER - PRINCE WITH SWORD	$4.95
REA2038	GARGOYLE # 1	$7.50
REA2039	GARGOYLE # 2	$7.50
REA2040	GARGOYLE # 3	$7.50
REA2041	ERIN - MAGE CASTING FIRE	$4.50
REA2042	MERITH - FEMALE MAGE CASTING	$4.50
REA2043	UNDEAD RISING FROM GRAVE	$5.50
REA2044	CADWALON deleted	$3.75
REA2045	TORIN - THIEF	$4.50
REA2046	SELEN - FEMALE PRIEST	$4.75
REA2047	SAMANTHA - FEMALE FIGHTER	$4.50
REA2048	ELQUIN - ELF PRINCE	$4.95
REA2049	LAURA WINDSONG	$4.50
REA2050	TRISTAN - LADY WITH PET DRAKE	$4.50
REA2051	CECILIA - LADY TRICKSTER	$4.50
REA2052	FREDERICK - DWARF WITH SWORD	$3.95
REA2055	TEPES TREJAN - VAMPIRE LORD	$4.50
REA2056	DRAGOTH -UNDEAD KING ON THRONE	$9.95
REA2057	PIP - HALFLING WITH SLING	$3.95
REA2058	ELIA - HALFLING FEMALE	$3.95
REA2059	CALLINDRA - FEMALE ELF FIGHTER	$4.50
REA2060	ONASTAA - FEMALE WIZARD	$4.95
REA2061	OKSANA - FEMALE MAGE	$4.95
REA2062	BROCK - DWARF WITH CROSSBOW	$3.95
REA2063	AMETRINE - FEMALE DWARF FIGHTR	$3.95
REA2064	SILVERHORN - UNICORN CHARGING	$9.50
REA2065	GREYCLOUD - PRANCING PEGASUS	$14.95
REA2066	D'MONA - FEMALE VAMPIRE	$4.50
REA2067	STEFAN VON KRUGER - VAMPIRE	$4.50
REA2068	LICH QUEEN ON THRONE	$9.95
REA2069	NACHTLUFTE - WINGED MONSTER	$18.95
REA2071	BRIA EVIL QUEEN	$4.50
REA2072	DARIUS - WIZARD	$4.95
REA2073	LONGSHANKS - HUGE FIGHTER	$4.95
REA2074	KNIGHT WITH TWO HANDED SWORD	$4.50
REA2075	KATRINA - FEMALE WIZARD	$3.95
REA2076	UNDEAD WARRIOR WITH SWORD	$4.50
REA2077	CARNESSA - LICH QUEEN W/SWORD	$4.50
REA2078	SKELETON WITH GREATSWORD	$3.75
REA2079	SKELETON WITH 3 SKELETON DOGS	$11.95
REA2080	GOLGOTH - UNDEAD CHAMPION	$4.95
REA2081	FOG WRAITH WITH 2 SWORDS	$4.95
REA2082	BARBARIAN KING ON THRONE	$9.95
REA2083	BARBARIAN QUEEN ON THRONE	$9.95
REA2084	DAIN - DWARF WITH BIG AXE	$3.95
REA2085	MADGA deleted	$3.50
REA2086	FARAMERE	$4.95
REA2087	BROTHER LOUIS	$5.25
REA2088	ARGUS	$7.95
REA2089	UNDEAD CROSSBOWMEN	$4.50
REA2090	DEATHMISTRESS	$4.50
REA2091	LINDIR	$4.50
REA2092	ST TARKUS	$4.95
REA2093	VAN STORME, VAMPIRE	$8.95
REA2094	PILLARS	$9.95
REA2095	ANGEL OF MERCY	$10.95
REA2096	ANGEL OF DEATH	$7.50
REA2097	IVAN, VAMPIRE	$5.95
REA2098	SUCCUBUS CONSORT	$5.50
REA2099	DAR, HALFLING	$3.95
REA2100	TRISSA CLOVERHILL	$3.95
REA2101	DANCING GIRL	$4.25
REA2102	ZOMBIE	$4.50
REA2103	MURKILLOR	$5.50
REA2104	ARRIUS, UNDEAD WARLORD	$4.95
REA2105	LABELLA DEMORNAY	$4.50
REA2106	HECKLEMEYER	$3.95
REA2107	SIOBHANA, VAMPIRE QUEEN	$8.95
REA2108	MARSH TROLL	$6.50
REA2109	PUCK PIPERDALE	$3.95
REA2110	DARBY DARKLEAF	$3.50
REA2111	GABRIEL - VAMPIRE	$5.50
REA2112	RAGNOR	$4.50
REA2113	LORD STEELCROSS PALADIN	$4.95
REA2114	GALLADON GREYCLOUD WIZARD	$5.95
REA2115	MISHKA WITH CAT (MYSTIC)	$4.50
REA2116	BATHALIAN (SQUID HEAD)	$4.95
REA2117	HILL TROLL	$8.95
REA2118	LYTHKORR, DEMON	$5.75
REA2119	TEMPLAR KNIGHT	$4.50
REA2120	MELLONIR, ELVEN FIGHTER	$4.50
REA2121	ALLANAH GRAYLOFT DRUIDESS	$4.95
REA2122	KARRAS HEARTTHORN ANTI-PALADIN	$4.50
REA2123	CHRISTINA WARRIOR PRIESTESS	$4.50
REA2124	ORC WARRIOR OF THE BLOODY HAND	$4.25
REA2125	GHOST WARRIOR	$5.50
REA2126	ARACHNO-ASSASSIN	$4.50
REA2127	MOUNTAIN TROLL	$12.95
REA2131	ORC BOWMAN deleted	$4.25
REA2132	ZOMBIE WEREWOLF	$6.50
REA2133	WATER DEMON deleted	$4.25
REA2135	KING NORIN	$4.50
REA2136	VAMPIRE WITH VICTIM	$8.50
REA2137	SKELETON WITH STANDARD	$4.95
REA2138	SKELETON WITH STANDARD deleted	$3.95
REA2139	WEREWOLF	$4.25
REA2140	WERETIGRESS	$3.95
REA2141	ALEXIS THE CONJURER	$4.95
REA2142	BEORN THE MIGHTY BARBARIAN	$5.50
REA2143	ELLADAN ELVEN RANGER	$4.95
REA2144	ERIC SWIFTBLADE SWASHBUCKLER	$4.50
REA2145	GARGOYLE MATRON	$7.95
REA2146	UNHOLY WARRIOR	$4.50
REA2147	SPECTRE	$4.95
REA2148	GUARDIAN WRAITH	$4.95

02147
02148

REA2149	GHOST QUEEN	$6.25
REA2150	RAINDANCER PEGASUS	$14.50
REA2151	STARMANE UNICORN	$9.95
REA2152	FAFNIR, BARBARIAN	$5.95
REA2153	KOTHMAR EVIL HIGH PRIEST	$5.50
REA2154	DORIAN STARBOW, ELF	$4.95
REA2155	LIARA SILVERRAIN FEMALE ELF	$4.50
REA2156	MUMMY OF HAKIR	$4.50
REA2157	UNDEAD AWAKENING	$6.25
REA2158	ARACHNO-ASSASSIN SERGEANT	$4.75
REA2159	DEATH STALKER	$5.95
REA2160	BLOOD WOLVES (2)	$5.95
REA2161	DORN IRONSPIKE DWARF	$3.75
REA2162	KNURL HAMMERSON DWARF	$3.75
REA2163	AHLISSA OF THE BLADE WITH BOW	$4.50
REA2164	MARDA OF THE BLADE	$4.50
REA2166	KHALITH THE BLACK MUMMY KING	$4.95
REA2167	ARACHNO-ASSASSIN deleted	$4.25
REA2168	MONTRIG THE BLOODY DEMON PRINC	$4.75
REA2169	DERXES, GHOST LORD	$5.50
REA2171	GARRAMON, SPECTRAL LEADER	$6.75
REA2172	CEREBUS KEEPER OF THE GATE	$15.95
REA2173	SKYTHE LORD OF THE RIFT	$4.25
REA2174	ORC CHAMPION	$4.25
REA2175	HARBROMM AXEHELM DWARF KING	$4.25
REA2176	MURIEL THE JUST	$4.50
REA2177	TALISHA HIGHBRINGER	$4.50
REA2178	TEMPLAR KNIGHT WITH MACE	$5.50
REA2179	BAKARATHI CHAOS KNIGHT	$6.75
REA2180	DARK LORD	$4.50
REA2181	SIRITHIS DEMON PRINCESS	$5.95
REA2182	GIANT SCORPION OF HAKIR	$15.25
REA2183	SHANON BARBARIAN QUEEN	$4.25
REA2184	JONAS KANE VAMPIRE HUNTER	$5.50
REA2185	MUMMY AWAKENING FROM SARCHOPHA	$8.50
REA2186	ALFRED REDLUTE	$4.25
REA2187	GRIMM GRAYRUNE	$4.95
REA2188	TEMPLAR KNIGHT	$5.50
REA2189	WEAPONS PACK # 1 (12 WEAPONS)	$9.50
REA2190	ANGEL OF LIGHT	$9.95
REA2192	ARACHNO CHAMPION	$4.25
REA2193	ABYZARAN, DRAGON	$21.95

REA2194	LORIEN ELVEN WARMAIDEN	$4.50

REA2195	BLOOD IMP CHAOS WAR (4)	$9.50
REA2196	BLOOD IMP WAR BAND (4)	$9.50
REA2197	BLOOD IMP LORDS (3)	$9.50
REA2198	FEROCIOUS FELINES (3)	$8.95
REA2199	CLAUDIA: VAMPIRE MAIDEN	$4.95
REA2200	JUSTINE HOLY FEMALE CLERIC	$4.25
REA2201	NADIA OF THE BLADE	$4.50
REA2202	WEAPONS PACK # 2 (12 WEAPONS)	$9.95
REA2203	HYDRA	$24.95
REA2204	SETHIS: MUMMY	$4.50
REA2205	KRUPP W/GEM BALL	$4.95
REA2206	PAZUZU WITH GEM BALL STAFF	$5.75
REA2207	UNICORN & PEGASUS FOALS	$7.95
REA2208	EWAN: HIGHLANDER	$4.50
REA2209	WEAPONS PACK # 3 (12 WEAPONS)	$9.95
REA2210	SKELETON WITH CROSSBOW	$3.95
REA2211	SKELETON DRUMMER	$3.75
REA2212	ORC ON GIANT SCORPION	$19.95


02212

REA2213	SKELETON WITH SCIMITAR	$3.95
REA2214	SPIRITS	$5.95
REA2215	GHOUL	$3.95
REA2216	KOSMO	$3.95
REA2217	ROLLER GIRL	$3.95
REA2218	ABRAXUS	$5.95
REA2219	DOMNU: DEMON QUEEN	$5.50
REA2220	HARKUS	$6.50
REA2221	MORRDHA: WITCH KING	$4.95
REA2222	SEAN: HIGHLANDER	$4.50
REA2223	UNDEAD WEREWOLF WITH VICTIM	$7.50
REA2224	ARMORED ZOMBIE	$3.95
REA2225	UNDEAD ARCHER	$4.50
REA2226	ELDARION ELVEN ARCHER	$4.50
REA2227	PRINCE NICHOLAS OF ANHUR	$5.95
REA2228	GORD, DWARVEN BERSERKER	$3.95
REA2229	BRAG, DWARVEN SERGEANT	$3.95
REA2230	GWYNNETH ROANMANE FEM.CENTAUR	$7.95
REA2231	SIR MICHAEL, CAVALIER	$4.95
REA2232	SISTER OF THE BLADE WITH MACE	$4.75
REA2233	DANTRAG, BARBARIAN CHAMPION	$4.75
REA2234	MONIQUE DENOIR VAMPIRE COMMDR	$4.75
REA2235	SISTER OF THE BLADE CAVALRY	$13.95
REA2236	STURM JAGSTONE DWARVEN HERO	$3.95
REA2237	BALAN IRONBREAKER DWARF CHAMP	$3.95
REA2238	HIGHLANDER WITH AXE	$4.50
REA2239	SISTER OF BLADE CAVALRY ARCHER	$13.95
REA2242	IAN MCANDREW	$4.95
REA2243	ROBERT O'MANNON	$4.95
REA2244	LINROC BRIGHTRUNE	$4.95
REA2245	DERLETH THE FEY	$5.50
REA2246	ELQUIN WITH STAFF	$5.50
REA2247	ANGUS STORMHAND	$4.95
REA2248	ALYSCIA	$5.95
REA2249	FRODERICK WILHELM	$4.50
REA2250	EARTH ELEMENTAL	$11.95
REA2251	FIRE ELEMENTAL	$11.95
REA2252	AIR ELEMENTAL	$11.95
REA2253	WATER ELEMENTAL	$11.95
REA2254	SUCCUBUS	$5.95
REA2255	GHOSTS (2)	$6.50
REA2257	HIGHLANDER WITH SPEAR	$4.95
REA2258	BAKARATHI ARCHER	$6.95
REA2259	ORC WARRIOR OF KARGIR	$4.25
REA2260	GAREB O'MANNON - HIGHLANDER	$4.25
REA2261	ARMORED KNIGHT ON HORSE	$13.50
REA2262	BLACK ORC WARRIOR	$4.75
REA2263	TREZZNA MINOTAUR LORD	$11.95
REA2264	YEOMAN ARCHER	$4.95
REA2265	WILLIAM MCANDREW HIGHLANDER	$4.25
REA2266	GHOSTS II (2)	$5.50
REA2267	BRIANNA	$4.95
REA2268	HIGHLANDER ARCHER	$4.50
REA2269	LICHE LORD	$5.95
REA2270	ERADICATOR	$6.95

02269 02270

REA2271	HIGHLAND BAGPIPER	$4.50
REA2272	ORC WARRIOR	$4.50
REA2273	DEREK THE TALL	$13.50
REA2274	DERN IRONFISTS	$3.95
REA2275	WIGLAF, BERSERKER	$4.50
REA2276	PATRICK ROWAN	$4.50
REA2277	WARRIOR	$4.50
REA2278	BAKARATHI SLAYER	$6.95
REA2279	BAALBEK THE MAD	$4.95
REA2280	ERIK REDBEARD	$5.50
REA2281	CRYPT WRAITH	$4.95
REA2282	GHOUL WARRIOR	$4.50
REA2283	ORC WARRIOR OF KARGIR	$4.50
REA2284	ARACHNO ASSASSIN	$4.50
REA2285	OSVICK STRICK	$4.50
REA2286	QUIN ROWAN	$4.50
REA2287	ORC WARRIOR	$4.50
REA2288	GARNUK THE OGRE	$11.95
REA2289	OLAF, WOLF WARRIOR	$4.50
REA2290	FENRIS THE PALE	$4.95
REA2291	GARISH MACRAE	$4.50
REA2292	DEREK THE TALL	$4.50
REA2293	MIA OF THE BLADE	$4.50
REA2294	THORONDIL ON BEAR	$13.95
REA2295	KING JURGEN	$5.95
REA2296	WIGHT	$5.95
REA2297	KABALLAH	$4.95
REA2298	DAMON, DARK WIZARD	$4.50
REA2299	BLACKSTING	$31.95
REA2300	MOUNTED LANCER	$13.95
REA2301	THORONDIL, DWARF	$4.50
REA2302	TOBIAS, SPECTRE	$5.95
REA2303	MASON ROWAN	$4.50
REA2304	VANESSA OF THE BLADE	$4.50
REA2305	WAR –REAPER OF THE APOCALYPSE	$6.95
REA2306	LOR GORNA, WIZARD OF KJORD	$4.95
REA2307	NECROMANCER, JOS GEBBLAR	$4.95
REA2308	HURIN, CHAMPION OF ANHUR	$4.50

02308 02309

REA2309	BATNA – SUCCUBUS WITH WINGS	$5.50
REA2310	ST. TARKUS, DIRE-DEAD INQUISITOR	$5.95
REA2311	BLACK LEGIONNAIRE OF MALVERNIS	$4.50
REA2312	VOURGHA, OGRE	$11.95
REA2313	TREASURE HORDE # 1	$9.95
REA2314	GHOST	$4.50
REA2315	LIZARD MAN WARRIOR	$4.50
REA2316	BROM, BARBARIAN	$4.50
REA2317	GRIM REAPER	$6.95
REA2318	FERACH THE FURIOUS	$4.50
REA2319	AMATHOR	$5.50
REA2320	TREASURE HORDE 2	$9.95
REA2321	BLACK ORC WARRIOR	$6.50
REA2322	KLAUS TOTENHERZ	$4.50
REA2323	FEANOR STARBROW	$4.95
REA2324	INQUISITOR	$4.50
REA2325	KAGUNK OGRE CHIEF	$13.95
REA2327	ULF WOLFMANE	$4.95
REA2328	LORATH, ORC	$4.95
REA2329	SIOBHANA, VAMPIRE	$4.95
REA2330	TEMPLAR KNIGHT	$4.50
REA2331	LIZARD MAN WITH PACK	$12.95
REA2332	TEPES TRAJAN	$4.50
REA2333	ORLATH HOARBEARD	$4.95
REA2334	AMROTH STARLIGHT	$5.50
REA2335	BLACK ORC WITH 2 HANDED SWORD	$6.50

REA10003	DRAGON'S DON'T SHARE Boxed Set	$99.95

Entirely metal casting of 30mm high dwarf intent on stealing treasure, who is about to be eaten by a 15cm tall dragon that is leaning over a rock formation.

Dark Heaven 25mm Army Packs

REA5001	SKELETAL SWORDSMEN (6)	$14.95
REA5002	SKELETAL BOWMEN (6)	$14.95
REA5003	SKELETAL HALBERDIERS (6)	$14.95
REA5004	DWARVEN SWORDSMEN (6)	$14.95
REA5005	DWARVEN CROSSBOWMEN (6)	$14.95
REA5006	FEMALE DWARVES WITH SPEARS (6)	$14.95
REA5007	DARK HEAVEN ARMY PACK (6)	$14.95
REA5008	DARK HEAVEN ARMY PACK (6)	$14.95
REA5009	DARK HEAVEN ARMY PACK (6)	$14.95
REA5010	ARACHNO ASSASSINS (4)	$14.95
REA5011	ORC SWORDSMEN (5)	$14.95
REA5012	ORC ARCHERS (5)	$14.95
REA5013	DWARVEN BERSERKERS (5)	$14.95
REA5014	DWARVEN HAMMERERS (5)	$14.95
REA5015	ELVEN ARCHERS (5)	$14.95
REA5016	PLAGUE ZOMBIES	$14.95
REA5017	ELITE DWARVEN AXEMEN	$14.95
REA5018	SKELETON INFANTRY	$14.95
REA5019	UNDEAD CROSSBOWMEN	$14.95
REA5020	TEMPLAR KNIGHTS	$14.95
REA5021	MEDIUM ARMORED WARRIORS	$14.95
REA5022	HEAVY KNIGHTS	$14.95
REA5023	SISTERS IN HEAVY ARMOR (5)	$14.95
REA5024	SISTERS WITH 2 HND SWORDS (5)	$14.95
REA5025	SISTERS WITH MACES (5)	$14.95
REA5026	SISTERS WITH 2 HND FAILS (5)	$14.95
REA5027	ELVEN SISTERS WITH SWORDS (5)	$14.95
REA5028	ELVEN SISTER ARCHERS (5)	$14.95
REA5029	ORCS WITH AXES (5)	$14.95
REA5031	SKELETONS WITH X-BOWS (5)	$14.95
REA5034	SKELETONS WITH SCIMITAR	$14.95
REA5035	HIGHLANDERS WITH AXES	$16.50
REA5036	HIGHLANDERS WITH SWORDS	$16.50
REA5037	ARACHNO ASSASSIN CHAMPIONS	$16.50
REA5038	TEMPLAR KNIGHTS WITH MACES(4)	$14.50
REA5039	TEMPLAR KNIGHTS 2 HND SWRDS(4)	$14.50
REA5040	ARACHNO ASSASSINS SERGEANTS(4)	$14.50
REA5047	WRAITHS (4)	$14.95
REA5051	ORCS WITH SPEARS	$14.95

Dark Heaven Deluxe 25mm Army Packs

Multipose exaggerated 25mm figure army packs, some figures not found anyhwere else but in these packs.

REA6001	SKELETONS W/SWORSD DELUXE (5)	$14.95
REA6002	MEN AT ARMS DELUXE (5)	$14.95
REA6003	SKELETON ARCHERS DELUXE (5)	$14.95
REA6004	MEN AT ARMS OF ANHUR DELUXE(5)	$14.95
REA6005	SKELETAL AXEMEN DELUXE(5)	$14.95
REA6006	SKELETAL SPEARMEN DELUXE(5)	$14.95
REA6007	HIGHLANDER ARCHER DELUXE (5)	$14.95
REA6008	HIGHLANDER CLAYMORES DELUXE (4	$14.95
REA6009	ORC WARRIORS DELUXE (5)	$14.95
REA6010	DWARVEN WARRIORS DELUXE (5)	$14.95
REA6011	SISTERS OF BLADE MACES DELUXE5	$14.95
REA6012	SISTERS OF BLADE SWRD DELUXE 5	$14.95
REA6013	HIGHLANDER ELITES DELUXE (5)	$14.95
REA6015	ORCS WITH SCIMITARS DELUXE (5)	$14.95
REA6016	ORCS ARCHERS DELUXE (5)	$14.95
REA6017	ORCS WITH AXES DELUXE (5)	$14.95
REA6018	DWARVEN AXEMEN DELUXE (5)	$14.95
REA6019	BLACK LEGIONARIES DELUXE (5)	$14.95
REA6020	DWARVEN HAMMERS DELUXE (5)	$14.95
REA6021	ELVEN ARCHERS DELUXE (5)	$14.95
REA6024	DWARVEN SWORDSMEN DELUXE (5)	$14.95
REA6026	ORCS WITH SPEARS DELUXE (5)	$14.95
REA6027	ORCS WITH 2-HANDED WEAPONS DELUXE (5)	$14.95

Shadow Corp 15mm Fantasy Army Packs

Figures are slightly exaggerated 15mm, around 18mm tall.

REA3001	UNDEAD COMMAND (8) 15MM	$9.95
REA3002	REAPER & WRAITHS (8) 15MM	$9.95
REA3003	UNDEAD WITH POLEARMS (12) 15mm	$9.95
REA3004	UNDEAD W/2 HANDED WPNS(10)15mm	$9.95
REA3005	UNDEAD WITH SIDEARMS (12) 15mm	$9.95
REA3006	UNDEAD ARCHERS (12) 15mm	$9.95
REA3007	TROLL COMMAND (8) 15mm	$9.95
REA3008	TROLL W/2 HANDED WPNS (12)15mm	$9.95
REA3009	GOBLIN COMMAND SET (10)15mm	$9.95
REA3010	GOBLINS WITH MACES (12)15mm	$9.95
REA3011	GOBLINS W/SIDEARMS (10)15mm	$9.95
REA3012	GOBLINS W/2 HND WPNS(12)15mm	$9.95
REA3013	GOBLINS ARCHERS (12) 15mm	$9.95
REA3014	GOBLINS WOLF RIDERS (8) 15mm	$9.95
REA3015	MOUNTED REAPERS (4) 15mm	$9.95
REA3016	MOUNTED UNDEAD W/MACE(4) 15mm	$9.95
REA3017	MOUNTED UNDEAD W/LANCE(4) 15mm	$9.95
REA3018	DWARVEN COMMAND (8) 15mm	$9.95
REA3019	DWARVEN COMMANDERS (10)15mm	$9.95
REA3020	DWARVEN CROSSBOWS (10)15mm	$9.95
REA3021	DWARVEN AXEMEN (10)15mm	$9.95
REA3022	DWARVEN HAMMERERS (10)15mm	$9.95
REA3023	DWARVEN ELITE INFANTRY(10)15mm	$9.95
REA3024	DWARVEN PIKEMEN (10)15mm	$9.95
REA3025	DWARVEN BERSERKERS (10)15mm	$9.95
REA3026	DWARVES RIDING BOARS(4)15mm	$9.95
REA3027	DWARVES RIDING RAMS COMMAND(4)	$9.95
REA3028	DWARVES RIDING RAMS W/LANCE(4)	$9.95
REA3029	DWARVES RIDING RAMS W/SWORD(4)	$9.95
REA3030	DWARVES RIDING BEARS COMMND(2)	$9.95
REA3031	DWARF CAVALRY W/ SWORDS (3)	$11.95
REA3032	DWARVES RIDING BEARS LANCES(3)	$11.95
REA3033	DWARVEN SHOCKTROOPS (10)	$9.95
REA3034	DWARVEN SHOCKT CROSSBOWMEN(10)	$9.95
REA3035	DWARVEN SHOCKT HANDGUNNERS(10)	$9.95
REA3036	DWARVEN ST CAVALRY ON RAMS	$9.95
REA3037	DWARF CAV/WINGED SABERTOOTHS	$11.95
REA3038	DWARF ARTILLERY	$11.95
REA3039	DWARF MORTAR & CREW (15mm)	$11.95
REA3040	GOBLIN ARTILLERY	$9.95
REA3041	GOBLIN WARWAGON	$17.95
REA3042	UNDEAD CHARIOT	$13.95
REA3043	ORC ARTILLERY	$11.95
REA3044	ORC MORTAR AND CREW	$11.95
REA3045	ORC INFANTRY (10)	$9.95
REA3046	ORC BOWMEN (10)	$9.95
REA3047	ORC COMMAND (10)	$9.95
REA3048	ORCS WITH 2 HANDED WEAPONS(10)	$9.95
REA3049	ORCS ON SCORPIONS (2)	$13.95
REA3050	BLACK ORCS WITH POLEARMS(8)	$9.95
REA3051	BLACK ORC INFANTRY (8)	$9.95
REA3052	BLACK ORC ARCHERS (8)	$9.95
REA3053	BLACK ORC COMMAND (8)	$9.95
REA3054	BLACK ORC CHAMPIONS (8)	$9.95
REA3055	BLACK ORCS ON SCORPIONS (2)	$13.95
REA3056	BLACK ORC SCORPION COMMAND(2)	$13.95

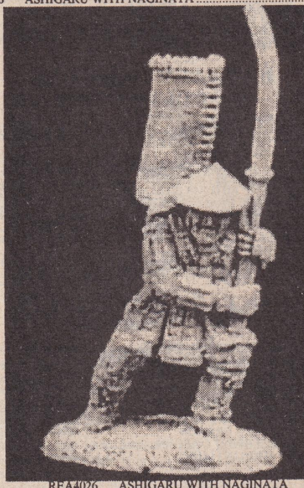
03056

REA3057	ELEMENTALS EARTH & FIRE (2)	$10.95
REA3058	ELEMENTALS AIR & WATER (2)	$10.95

Daimyo 25mm 15th Century Samurai Range

Figures are true 25mm in size.

REA4001	RONIN WITH SWORD	$3.95
REA4002	KOKUJIN WITH STAFF	$3.95
REA4003	SHOGUN	$3.95
REA4004	KAZOKU	$3.95
REA4005	ARMORED SAMURAI WITH SWORD	$3.95
REA4006	ARMORED SAMURAI WITH BOW	$3.95
REA4007	ARMORED SAMURAI WITH SWORD	$3.95
REA4008	ARMORED SAMURAI WITH SWORD	$3.95
REA4009	ASHIGARU WITH POLEARM	$3.95
REA4010	ASHIGARU WITH YARI	$3.95
REA4011	SOHEI WITH YARI	$3.95
REA4012	SOHEI WITH POLEARM	$3.95
REA4013	SHOYA SMOKING PIPE	$3.95
REA4014	MONK WITH STAFF	$3.95
REA4015	MONK WITH STAFF	$3.95
REA4016	OTOKODATE USING MARTIAL ARTS	$3.95
REA4017	NINJA THROWING SHURIKEN	$3.95
REA4018	NINJA FIRING BOW	$3.95
REA4019	NINJA WITH ROPE WEAPON	$3.95
REA4020	NINJA WITH SWORD	$3.95
REA4021	SAMURAI IN FORMAL DRESS	$3.95
REA4022	FEMALE NINJA	$3.95
REA4023	MOUNTED SAMURAI WITH SWORD	$5.95
REA4024	MOUNTED SHOGUN	$5.95
REA4025	MOUNTED SAMURAI FIRING BOW	$5.95
REA4026	ASHIGARU WITH NAGINATA	$3.95


REA4026 ASHIGARU WITH NAGINATA

REA4101	RONIN ARMY PACK (6)	$11.95
REA4102	SAMURAI ARMY PACK (6)	$11.95
REA4103	SAMURAI ARMY PACK (6)	$11.95
REA4104	SAMURAI ARMY PACK (6)	$11.95
REA4105	SAMURAI ARMY PACK (6)	$11.95
REA4106	ASHIGARU ARMY PACK (6)	$11.95
REA4107	ASHIGARU ARMY PACK (6)	$11.95
REA4108	SOHEI ARMY PACK (6)	$11.95
REA4109	SOHEI ARMY PACK (6)	$11.95
REA4110	MOUNTED SAMURAI ARMY PACK (3)	$14.95
REA4111	MOUNTED SHOGUN ARMY PACK (3)	$14.95
REA4112	MOUNTED SAMURAI ARMY PACK (3)	$14.95

Mordheim

MORDHEIM City of the Damned Warhammer Fantasy goes Necromunda! Mordheim, City of the Damned, a terrible place of nightmarish ruins where death awaits in every shadow. This is a tabletop skirmish game in the Warhammer Fantasy universe, where the players control rival warbands, battling each other for supremacy in the dark and dangerous streets of the ruined city. Has 8 plastic human mercenaries, 10 plastic Skaven, heaps of multi-story full color stirdy card ruined buildings, with plastic doors, windows, corners; 176 page rulebook, dice, etc. **$89.00**

Mordheim Miniatures

CIT965816	Witch Hunters (8)	$36.00
CIT965786	Sigmarite Novice (2)	$12.50

CIT965809	Sigmarite Matriarch (1)	$11.00
CIT965793	Sigmarite Sister Superior (1)	$11.00
CIT966431	Clan Eshin Rat-Ogre (1)	$22.50
CIT966448	Veskit the Executioner (1)	$13.50
CIT966424	Johann the Knife (1)	$13.50
CIT966493	Sigmarite Sisters (3)	$13.50
CIT966455	Marienburger Youngbloods (2)	$12.50
CIT966462	Marienburger Champion (1)	$11.00
CIT966479	Marienburger Captain (1)	$11.00
CIT966486	Sigmarite Auger (1)	$11.00
CIT966509	Sisters of Sigmar (8)	$36.00
CIT966592	Freelance Knight on Foot and on Horse	$20.50
CIT966585	Ogre Bodyguard	$22.50
CIT966684	Skaven Warphunters (10 plastic figures)	$22.50
CIT966639	Human Mercenaries (8 plastic figures)	$22.50
CIT966622	Reiklander Captain (1)	$11.00
CIT966677	Skaven Assassin Master (1)	$11.00
CIT966615	Reiklander Champion (1)	$11.00
CIT966608	Reiklander Youngbloods (2)	$12.50
CIT966653	Skaven Night Runners (2)	$12.50
CIT966646	Skaven Clan Eshin Sorcerer (1)	$11.00
CIT996660	Black Skaven (1)	$11.00

WARHAMMER FANTASY

An Introduction to Fantasy Wargames Despite the title, this small 80 page, full color book contains the complete basic Warhammer Fantasy Battles 5th Ed rules, which let you play a game using the infantry and cavalry that make up the bulk of most armies. Even has 11 simple army lists. Also explains the hobby and gives advice on how to collect and paint your own army. **$9.00**

WARHAMMER FANTASY BATTLES 5th Ed
This big boxed set is the new 5th Edition Warhammer Fantasy Battles, with completely revised game mechanics and army lists. The game comes with two popular and completely new armies: The Bretonnians and the Slann. The Bretonnians have 12 mounted Knights of the Realm and 24 bowmen, the finest in Bretonnia. The Slann army has 32 Skink archers (not tough, but make up for it with cunning, speed and sheer numbers) and 20 brutish and savage Saurus warriors. Altogether 88 miniatures. Also a 152 page Battle Book, a Painting Guide, 112 page Rulebook, 3 card buildings, roste pad, 9 magic item cards, 12 dice, 2 range rulers, 2 playsheets, fire effect templates, etc. Can the mighty Bretonnians overcome the numerous hordes of the Slann? **$119.95**

WARHAMMER BATTLE MAGIC New Edition Contains rules for using spells and magic items in the Warhammer game. Regardless of which armies you own, Warhammer Magic includes everything you need to bring wizards and magic to your battles. With 81 magic weapon cards, 42 enchanted magic cards, 18 magic armor items, 36 wizard Arcana items, 36 Winds of Magic cards, spell decks, templates, counters, etc. **$69.00**

WARHAMMER Roster Pad Pad with 25 pages. **$4.50**

The World of Warhammer The official illustrated guide to Warhammer Fantasy which is basically an art book of the Warhammer world plus detailed commentary of the world. There are no photos of miniatures. **$40.00**

Army Buider A computer assisted army list builder. You type in your units' details, and from there on , changing the army list is as simple as clicking on your mouse. Can be used with WF, 40K, WAB, Clan War, Warzone, etc. *IBM Requires: Pen 90, 8mbRAM, Windows '95, SVGA 800x600.* **$65.00**

Warhammer Fantasy Novels

Trollslayer The first part of the death saga of Gotrek Gunnisson, as retold by his companion Felix. Monsters, daemons, sorcerers, mutants, orcs, beastmen and worse are to be found as Gotrek strives to achieve a noble death in battle. Felix, of course, has only to survive to tell the tale. **$11.50**

Skavenslayer Gotrek and Felix are immersed in a deep and sinister plot by the insidious Skaven, vicious chaos rat-men who plan to use their arcane sorcery to destroy the city of Nuln. **$11.50**

Daemonslayer Gotrek and Felix join an expedition northwards into the very Realms of Chaos, searching for the lost Karag Dum. But a daemonic power is awoken to fulfil its ancient, deadly promise. **$11.50**

WARHAMMER ARMY BOOKS

WARHAMMER ARMIES: BRETONNIAN Perhaps the most colorful of any nation in Warhammer Fantasy Battles. Up to 50% !! of this army can include characters - mounted knights in full chainmail, great helms, and colorful tunics and horse caparasons, all emblazened with their heraldic designs. Features a full history of Bretonnia, details all their heroes, characters, and regiments, with painting guides, etc. **$31.50**

WARHAMMER ARMIES - DARK ELVES The history of the Dark Elf race since the time of the Sundering, when Civil War divided the Dark Elves from their High Elf kind and drove the Witch King and his followers northwards to the Land of Chill. Including Dark Elf Sorcerers, Black Ark Corsairs, Dark Riders, Witch Elves, Executioners, Asassins, Scouts and their deadly reptillian war beasts the Cold Ones. The Special Characters section gives background and rules for some of the greatest heroes of the Dark Elf race - Hellebron Hag Queen, Shadowblade Master of the Assassins, and the Witch King. Rules are provided for the Dark Elf Repeater bolt thrower, and the Cauldron of Blood. **$31.50**

WARHAMMER ARMIES: DOGS OF WAR The Dogs of War are mercenary armies who live by fighting - fighting for heroic causes, fighting for adventure, but mostly fighting for cash! This book lets you build an entire mercenary army, or recruit any of 15 mercenary regiments into any Warhammer army. Includes individual leaders, special rules, special wargear, etc. **$31.50**

WARHAMMER ARMIES: DWARFS Army list includes Runesmiths, Hammerers, Iron Breakers, Long Beards, Thunderers, Slayers, Cannons, Organ Guns, Flame Cannons, etc. Complete new magic rune system, with magic weapons, armor, standards, machines, talismans, and a new scenario. **$31.50**

WARHAMMER ARMIES: HIGH ELVES The High Elves army list has been completely revamped and re-released, covering all the regions of Ulthuan. With heaps of new characters and troop types, including Ellyrian Reaver horse archers, Dragon Princes of Caledor, Seaguards of Lothern, ShadowWarriors, Sword Masters of Hoeth, White Lions of Chrace, Tiranoc Charioteers, Alith Anar the Shadow King, Eltharion the Grim, Alarielle, Everqueen of Averlorn, Belannaer, Loremaster of Hoeth, Korhil, Hunter Captain of the White Lions, Tyrion, Teclis, etc. **$31.50**

WARHAMMER ARMIES: LIZARDMEN Deep within the steaming jungles of Lustria, the Lizardmen sound the drums of war. From mighty temples & ruined cities, they issue forth to defend their ancient civilization and conquer new lands. With full army lists, covering Slan, Saurus, Skinks, special characters, etc. **$31.50**

WARHAMMER ARMIES: ORCS & GOBLINS The 3rd army list book, covering in great detail the orcs and goblins, including forest goblins, night goblins, giant black orcs, orc big 'uns, orc allies, history, war wyvern, rock lobber, etc. **$31.50**

WARHAMMER ARMIES: SKAVEN A comprehensive history of the Skaven, tracing their origins and their rise to power, detailing their main strongholds such as Hell Pit and Skavenblight. Complete game rules for specialist troops & devices of the Warlock Engineers, such as the Skaven Doom Wheel, revised rules for the warprfire thrower, Rat Ogres, Skaven magic items, etc. The army list includes all of their teeming hordes, such as Clanrats, Skavenslaves, packmasters, etc, & painting guides. **$31.50**

WARHAMMER ARMIES: THE EMPIRE 1st book in the new Warhammer Armies series, with a complete history of the Empire, weapons & devices of the Altdorf engineers, & a complete army list, including the Reiksguard, Knightly Orders, infantry, artillery, plus special troops such as Kislevites, halflings, dwarves, etc. **$31.50**

WARHAMMER ARMIES: VAMPIRE COUNTS Vampire Counts are the immortal rulers of the evil Undead. At their command armies of Zombies, Skeletons, Wights and Ghouls gather to destroy the Old World. With complete army list, special characters, painting guide, etc. **$31.50**

WARHAMMER ARMIES: WOOD ELVES Contains an engrossing account of the origins and histories of the Wood Elves, of an invasion of their forest Loren by an orc horde, wars with the dwarves, their strong alliance and friendship with the Bretonnians, and war against the Skaven and Imperials. Includes rules for using Treemen, Forest Dragons, Great Eagles, Unicorns, and their magical King and Queen. **$31.50**

WARHAMMER REALM OF CHAOS Contains three complete army lists that enable you to ravage the Warhammer World with brutal armies of Chaos Warriors, Warbands of mutated Beastmen and evil Daemonic hosts. Has a 128 page Chaos rulebook, 30 Chaos Spell cards, 16 card game counters, 1 summoning template, 5 Magic Standard cards, 20 Chaos reward cards, 12 Chaos gift cards. **$45.00**

CHAMPIONS OF CHAOS Companion to the above boxed set. Has rules for twelve of the most feared Chaos Champions. They include the Lord of Change, Prince of Damnation, the Denied One, Lord of Chaos Undivided, Arbaal the Undefeated, Count Mordrek the Damned, the Spawn of Chaos, etc. **$18.00**

WARHAMMER SIEGE

WARHAMMER Siege Book This book contains complete rules for fighting siege battles in the Warhammer Fantasy world. Test your mettle as the general of a siege army as you send mighty siege towers to storm the ramparts of enemy castles, or deploy troops to grimly defend your own fortresses using rocks and cauldrons of boiling oil. Includes nine challenging scenarios, as well as easy to follow modelling advice on building your own castles. **$31.50**

WARHAMMER SIEGE MINIATURES

CIT974504	WARHAMMER FORTRESS (plastic)	$100.00

The new Citadel plastic castle, with four towers, three walls, and wall with gatehouse. Looks fantastic.

CIT974412	WARHAMMER FORTESS GATEHOUSE	$29.50
CIT974351	WARHAMMER FORTRESS WALL (1)	$16.00
CIT974290	WARHAMMER FORTRESS TOWER (1)	$29.50
CIT976096	WH SIEGE ATTACKERS	$16.00

Has 1 wheeled battering ram, 2 ladders, 2 log rams.

CIT976034	WH SIEGE DEFENDERS	$15.00

Has 1 boiling oil cauldron, 2 rock droppers, 2 barrels, 4 buckets of rocks, and a wheelbarrow.

CIT975525	SIEGE MANTLETS (2)	$11.00
CIT8591B	ARROW SLITS FOR CASTLE WALLS (lots)	$14.00
CIT971848	WARHAMMER SIEGE TOWER (Plastic)	$35.00

Warhammer Fantasy Miniatures

HIGH ELF ARMY **$345.00**
2000 point army - High Elf Prince Tyrion, High Elf Hero on Pegasus, Tiranoc Battle Chariot, Repeater Bolt Thrower & Crew, Silver Helms Regiment (6 mounted), Dragon Princes of Caledor (5 mounted), Phoenix Guard Regt (10), Swordmasters of Hoeth Regt (8), Spearmen Regt (12), Archers Regt (12), Army List, High Elf Banners.

ORC & GOBLIN ARMY **$345.00**
2000 point army - Grom, Skarsnik, Shamen on Wyvern, 18 Orc Boyz Mob, 15 Orz Arrer Boyz, 14 Night Goblin Mob, 3 Night Goblin Fanatics, 14 Goblin Mob, 5 Gobbo Wolf Riders, Squig Herders, 2 Gobbo Doom Divers, & banners.

DOGS OF WAR MERCENARIES

CIT969760	GIANTS OF ALBION (2 giants & druid)	$58.50
CIT970209	WILHELM & JOHAN (2)	$16.00
CIT970254	TICHI-HUICHI'S RAIDERS (Skinks on Cold Ones) (5)	$49.50
CIT970247	SKINK COLD ONE RIDER (1)	$11.50
CIT970223	INXI-HUINZI SKINK COLD ONE RIDER (1)	$16.00
CIT970230	OXAYOTL AND TENEHUINI, SKINK PROPHETS (2)	$16.00
CIT970216	SKINK SHAMAN (1)	$9.00
CIT970810	OGLAH KHAN'S WOLFBOYZ (5)	$45.00
CIT970797	HOBGOBLA KHAN (1)	$16.00
CIT974672	HOBGOBLA KHAN'S WOLFBOYZ	$11.00
CIT971893	VESPERO'S VENDETTA (5) REGIMENT	$27.00
CIT971862	VESPERO'S VENDETTA (3)	$13.50
CIT971909	VOLAND'S VENATORS (5 Mounted Knights)	$45.00
CIT971855	VOLAND'S VENATORS (1 Mounted Knight)	$12.50
CIT972685	RICCO'S REPUBLICAN GUARD REGIMENT (12)	$49.50
CIT972654	RICCO'S REPUBLICAN GUARDS (3)	$13.50
CIT975969	ALCATANI FELLOWSHIP REGIMENT (12)	$49.50
CIT975822	MARKSMEN OF MIRAGLIANO REGIMENT (6)	$27.00
CIT974979	BEORGS BEARMEN OF URSLO REGIMENT (8)	$36.00
CIT974474	ALCATANI FELLOWSHIP (3)	$13.50
CIT975556	MERCENARY GENERAL ON WARHORSE (1)	$13.50
CIT974443	MARKSMEN OF MIRAGLIANO (3)	$13.50
CIT974450	BEORGS BEARMEN OF URSLO (3)	$13.50
CIT975310	BRONZINO'S GALLOPER GUN BOXED SET	$45.00
CIT974467	BRONZINO'S GALLOPER GUN BLISTER PACK	$22.50
CIT974856	LONG DRONG SLAYER'S PIRATES REGIMENT (8)	$36.00
CIT974436	LONG DRONG SLAYER'S PIRATES PACK (3)	$13.50
CIT975037	ASARNIL THE DRAGON LORD ON DRAGON	$49.50
CIT974429	LUCREZZIA BELLADONNA ON HORSE	$16.00
CIT974115	GOLGFAG'S MERCENARY OGRES (5)	$90.00
CIT973521	GOLGFAG'S MERCENARY OGRE (1)	$22.50
CIT974122	BIRDMEN OF CATRAZZA (5)	$49.50
CIT973491	BIRDMAN OF CATRAZZA (1)	$11.00
CIT973538	MIDAS THE MEAN (including wagon with cash-box)	$36.00
CIT974975	LEOPOLD'S LEOPARD COMPANY (12)	$49.50
CIT973514	LEOPOLD'S LEOPARD COMPANY (3)	$13.50
CIT974719	BRAGANZA'S BESIERGERS (6)	$27.00
CIT973507	BRAGANZA'S BESIERGERS (3)	$13.50
CIT972692	AL MUKTAR'S DESERT DOGS (5 mounted)	$45.00
CIT972661	AL MUKTAR'S DESERT DOG (1 mounted)	$11.00
CIT972647	BORGIO THE BESIEGER (1 mounted)	$16.00
CIT971916	PIRAZZO'S LOST LEGION (12)	$49.50
CIT971879	PIRAZZO'S LOST LEGIONARIES (3)	$13.50
CIT971886	LORENZO LUPO (1)	$16.00
CIT974849	LUMPIN CROOP'S HALFLINGS (10)	$36.00
CIT974832	LUMPIN CROOP'S HALFLINGS (4)	$13.50

SLANN & LIZARDMEN

CIT999217	SLANN MAGE PRIEST ON PALADIN (1)	$63.00
CIT0663	LIZARDMEN SAURUS (8)	$16.00
CIT0664	LIZARDMEN SKINKS (10)	$16.00
CIT993239	LIZARDMEN STEGADON (1)	$67.50
CIT993758	SKINK ARCHER COMMAND (3)	$14.00
CIT993680	SAURUS WITH SPEARS (3)	$13.50
CIT993734	SKINKS WITH BOWS	$13.50
CIT993727	SAURUS WITH HAND WEAPONS	$13.50
CIT993703	SKINK JAVELIN COMMAND (3)	$14.00
CIT993697	SKINKS WITH JAVELINS (3)	$13.50
CIT993710	SAURUS CHAMPION (1)	$11.00
CIT993673	LIZARDMAN KROXIGOR (1)	$22.50
CIT993666	SAURUS TEMPLE GUARD CHAMPION (1)	$11.00
CIT993642	SAURUS TEMPLE GUARD (2)	$14.50
CIT991914	LIZARDMEN SALAMANDER (1)	$27.00
CIT993635	LIZARD SWARM	$11.00
CIT991617	LIZARDMEN TERRADON (1)	$22.50

BRETONNIANS

CIT981373	BRETONNIAN HUNTING PARTY	$199.00
CIT999248	LOUEN LEONCOEUR KING OF BRETON (1)	$49.50
CIT993963	GRAIL KNIGHT STANDARD BEARER	$13.50
CIT993970	BRETONNIAN TRUMPETER GRAIL KNIGHT	$12.00
CIT974924	BRETONNIAN GREEN KNIGHT (1)	$22.50
CIT0665	BRETONNIAN KNIGHTS (1)	$16.00
CIT0667	BRETONNIAN BOWMAN (8)	$16.00
CIT994175	BRETONNIAN KNIGHT ERRANT (1)	$11.00
CIT994168	BRETONNIAN ERRANT CHAMPION (1)	$11.00
CIT994151	KNIGHT ERRANT TRUMPETER	$11.00
CIT994144	KNIGHT ERRANT BANNER BEARER (1)	$11.00
CIT994120	MORGIANAN LE FEY ENCHANTRESS (1)	$27.00
CIT994113	BERTRAND THE BRIGAND, HUGO, LE GROS (3)	$22.50
CIT740086	MEN AT ARMS SPEARMEN (3)	$13.50
CIT740093	MEN AT ARMS SPEARMEN COMMAND (2)	$13.50
CIT993994	MEN AT ARMS CHAMPION WITH HALBERD (1)	$11.00
CIT994076	KNIGHT OF THE REALM, STANDARD (1)	$12.50
CIT994069	KNIGHT OF THE REALM, CHAMPION (1)	$12.50
CIT994052	KNIGHT OF THE REALM, TRUMPETER (1)	$12.50
CIT994045	BRETONNIAN BOWMEN (3)	$13.50
CIT967155	BRETONNIAN BOWMEN COMMAND (2)	$13.50
CIT994021	BRETONNIAN BOWMEN CHAMPION (1)	$11.00
CIT740161	MEN AT ARMS,HALBERDIERS COMMND (2)	$13.50
CIT979745	QUESTING KNIGHT TRUMPETER	$12.50
CIT979752	QUESTING KNIGHT STANDARD BEARER	$12.50
CIT979769	QUESTING KNIGHT CHAMPION	$12.50
CIT975488	QUESTING KNIGHT HERO ON HORSE	$13.50
CIT979776	REALM KNIGHT HERO W/MORNING STAR	$12.50
CIT979783	MTD GRAIL KNIGHT HERO W/2 HANDED SWORD	$13.50
CIT979790	QUESTING KNIGHT HERO WITH LANCE	$12.50
CIT981243	QUEST KNIGHT HERO ON FOOT (1)	$11.00
CIT981250	KNIGHT OF THE REALM ON FOOT (1)	$11.00
CIT981267	TRISTAN THE TROUBADOR & JULES THE JOKER (2)	$22.50
CIT981274	BARON ODO D'OUTREMER ON HORSE (1)	$18.00
CIT981281	SULIMAN LE SARACEN ON HORSE (1)	$18.00
CIT986538	QUESTING KNIGHTS BOXED SET (4)	$45.00
CIT988075	BRETONNIAN PEGASUS RIDER (1)	$36.00
CIT988952	BRETONNIAN MOUNTED SQUIRE HORNBLOWER	$11.00
CIT988969	BRETONNIAN MTD SQUIRE STANDARD BEARER	$11.00
CIT988976	BRETONNIAN MTD SQUIRE CHAMPION	$11.00
CIT988983	BRETONNIAN MOUNTED SQUIRE (1)	$11.00
CIT988990	BRETONNIAN GRAIL KNIGHT ON FOOT (1)	$11.00
CIT991624	MOUNTED BRETONNIAN SORCERESS (1)	$13.50
CIT991631	BRETONNIAN SORCERESS ON FOOT (1)	$11.00
CIT991648	REPANSE DE LYONESE (1)	$22.50
CIT993987	BRETONNIAN GRAIL KNIGHT ON HORSE CHAMP (1)	$13.50
CIT994137	KNIGHTS OF THE REALM (1)	$13.00
CIT994106	BRETONNIAN MEN AT ARMS HALBERDS (3)	$13.50
CIT994083	BRETONNIAN MAN AT ARMS CHAMPION W/SPEAR	$11.00
CIT993956	GRAIL KNIGHT (1)	$13.50
CIT981243	QUESTING KNIGHT HERO ON FOOT (1)	$11.00
CIT979738	BRETONNIAN SQUIRES WITH BOWS	$13.50
CIT979714	BRETONNIAN SQUIRE COMMAND ON FOOT (2)	$12.50
CIT979721	BRETONNIAN SQUIRE CHAMPION ON FOOT	$11.00
CIT979332	QUESTING KNIGHT (1)	$13.50

SKAVEN BOXED SETS

CIT981755	SKAVEN CLAN RATS REGIMENT (20 plastic figures)	$31.50
CIT999293	SKAVEN DOOMWHEEL (1)	$49.50
CIT999286	SKAVEN SCREAMING BELL (1)	$49.50
CIT0746	SKAVEN WARRIORS (8)	$16.00

SKAVEN BLISTERS

CIT967810	SKAVEN VERMIN LORD	$27.00
CIT995691	SKAVEN CHAMPION (1)	$13.50
CIT990658	PLAGUE MONK COMMAND (2)	$12.50
CIT744015	SKAVEN WARRIORS (3)	$13.50
CIT981304	SKAVEN SLAVES WITH SPEARS (4)	$13.50
CIT981595	SKAVEN SLAVES WITH HAND WEAPONS (4)	$13.50
CIT981298	SKAVEN SLAVES WITH SLINGS (4)	$13.50
CIT980390	SKAVEN SLAVES COMMAND (3)	$13.50
CIT980383	SKAVEN WARLORD (1)	$13.50
CIT995677	STORMVERMIN (3)	$14.50
CIT995677	STORMVERMIN COMMAND (2)	$12.50
CIT990689	STORMVERMIN CHAMPION (1)	$11.00
CIT995660	SKAVEN PLAGUE MONKS (3)	$13.00
CIT990665	SKAVEN PLAGUE MONK CHAMPION (1)	$11.00
CIT995653	SKAVEN GUTTER RUNNERS (3)	$13.50
CIT995646	SKAVEN GLOBADIERS (1)	$11.00
CIT995639	SKAVEN CENSOR BEARER (1)	$11.00
CIT995622	SKAVEN RAT OGRES (1)	$22.50
CIT995615	CLAN MOULDER PACK MASTERS (1)	$13.50
CIT744621	BONERIPPER (1)	$19.00
CIT995509	DEATH MASTER SNIKCH (1)	$16.00
CIT995554	SKROLK (1)	$16.00
CIT995547	GREY SEER THANQUOL (1)	$16.00
CIT995530	WARLORD QUEEK (1)	$16.00
CIT995523	IKIT CLAW (1)	$16.00
CIT995608	SKAVEN RAT SWARMS	$11.00
CIT995592	SKAVEN JEZZAIL (1)	$16.00
CIT995585	SKAVEN WARP FIRE THROWER (1)	$16.00
CIT995578	SKAVEN ASSASSINS (2)	$13.50
CIT995561	SKAVEN WARLOCKS (1)	$11.00

UNDEAD BOXED SETS

CIT969005	MELKHIOR ON WINGED NIGHTMARE	$40.50
CIT969258	VAMPIRE COUNT'S BLACK COACH	$36.00
CIT969265	SKELETON WARRIORS REGIMENT (20 plastic foot)	$31.50
CIT969012	ZOMBIE REGIMENT (20 plastic foot)	$31.50
CIT0736	SKELETON WARRIORS (8)	$16.00

UNDEAD BLISTERS

CIT966752	Neferata Queen of Vampires (1)	$16.00
CIT966745	Grave Guard (2)	$13.50
CIT968770	MANFRED VON CARSTEIN	$16.00
CIT989911	UNDEAD BANSHEE (1)	$11.00
CIT968954	VAMPIRE BATS (2)	$13.50
CIT969982	NECRARCH MOUNTED VAMPIRE	$18.00
CIT969999	NECRARCH VAMPIRE ON FOOT	$11.00
CIT968978	DIRE WOLVES (2)	$11.00
CIT968961	DOOM WOLF (1)	$9.00
CIT969241	BLOOD DRAGON VAMPIRE ON FOOT (1)	$11.00
CIT969234	MOUNTED BLOOD DRAGON VAMPIRE	$18.00
CIT969227	ETHEREAL HOST (3)	$13.50
CIT973699	UNDEAD GHOULS (3)	$13.50
CIT989935	MOUNTED VAMPIRE LORD	$18.00
CIT993765	UNDEAD TRANSFERS	$12.50
CIT745050	SKELETON WARRIORS (4)	$13.50
CIT993949	UNDEAD MUMMIES (2)	$13.50
CIT993925	ZOMBIE COMMAND GROUP (2)	$12.50
CIT745159	ZOMBIES (3)	$14.50
CIT993895	WIGHTS	$11.00
CIT993888	UNDEAD WRAITHS (1)	$11.00
CIT993864	VAMPIRE LORD (1)	$12.00
CIT975464	NECROMANCER ON FOOT	$13.50
CIT993819	HEINRICH KEMMLER (1)	$16.00
CIT993840	GHOULS (3)	$14.50
CIT993833	UNDEAD BATTLE BANNERS	$12.50
CIT993826	MOUNTED NECROMANCER (1)	$13.50
CIT993789	VLAD & ISABELL VON CARST (2)	$22.50
CIT993772	UNDEAD LORD KRELL (1)	$16.00
CIT993802	CARRION (1)	$13.50
CIT986667	ARMORED WIGHT CHAMPION	$13.50
CIT986735	ARMORED SKELETONS SPEARMEN	$13.50
CIT986858	ARMORED SKELETON COMMAND (2)	$13.50
CIT987221	UNDEAD XL T-SHIRT	$36.00
CIT989904	BAT SWARM	$11.00
CIT989911	WRAITH CHAMPION (1)	$11.00
CIT993796	GHOST (1)	$11.00
CIT993901	SKELETON COMMAND GROUP (2)	$12.50
CIT988082	MOUNTED WIGHT (1)	$12.50
CIT988099	MOUNTED WIGHT HORNBLOWER (1)	$12.50
CIT988105	MOUNTED WIGHT STANDARD (1)	$12.50
CIT988112	MOUNTED WIGHT CHAMPION (1)	$12.50

CHAOS BOXED SETS

CIT0782	CHAOS BEASTMEN WARRIORS (8)	$14.00
CIT999408	GREATER DEMON OF NURGLE (1)	$63.00
CIT979578	CHAOS WARRIOR REGIMENT (12)	$31.50
CIT976553	CHAOS WARRIOR HALBERDIERS (12)	$31.50
CIT978649	BEASTMAN CHARIOT	$36.00
CIT983490	CHAOS KNIGHTS REGIMENT (5)	$45.00
CIT986590	GREATER DAEMON OF TZEENTCH	$63.00
CIT978779	GREATER DAEMON OF KHORNE	$63.00
CIT971138	GREATER DAEMON OF SLAANESH	$63.00
CIT977031	CHAOS WARRIORS IN CHARIOT	$36.00
CIT978465	CHAOS BEASTMAN WARBAND	$153.00

(Includes 1 Beastlord, 12 Beastman Gors including champion, standard bearer & muso, 8 Beastman Ungor skirmishers, 14 Beastman Ungors including standard bearer & muso, and booklet.)

CIT985630	EGRIMM HORSTMANN ON DRAGON	$67.50
CIT976843	ARBAAL THE UNDEFEATED on Mount	$36.00
CIT983391	AZAZEL Daemon Prince of Damnation	$45.00
CIT983230	GORTHOR BEASTLORD IN CHARIOT	$45.00

CHAOS BLISTERS

CIT975297	DECHALA THE DENIED ONE (1)	$16.00
CIT986385	SCYLA ANFINNGRIM (1)	$16.00
CIT977826	PLAGUEBEARER COMMAND (3)	$18.00
CIT979431	CHAOS PINK HORRORS (2)	$12.50
CIT986019	PINK HORRORS CHAMPION	$11.00
CIT986026	PINK HORRORS COMMAND	$16.00
CIT979424	CHAOS BLUE HORRORS (2)	$12.50
CIT983179	ARCHAON (1)	$22.50
CIT983162	KHAZRAK THE ONE EYE (1)	$22.50
CIT979448	CHAOS MINOTAUR LORD (1)	$40.00
CIT983155	CHAOS HOUNDS (2)	$11.00
CIT979226	CHAOS CHAMPIONS	$18.00
CIT006199	CHAOS TRANSFERS	$10.95
CIT995448	CHAOS BEASTMEN COMMAND (2)	$12.50
CIT995431	CHAOS BEASTMEN CHAMPION (1)	$11.00
CIT201001	CHAOS BANNERS	$13.50
CIT995301	PLAGUEBEARERS	$13.50
CIT995424	BEASTMAN SHAMAN (1)	$11.00
CIT995417	CHAOS DRAGON OGRES (1)	$31.50
CIT730049	CHAOS KNIGHT HEROES (1)	$12.50
CIT995295	FLYING DISC OF TZEENTCH (1)	$10.95

CIT730162	AEKBOLD HELBRASS (1)	$14.50
CIT995271	FIENDS OF SLAANESH	$13.50
CIT995257	MOUNTED CHAOS KNIGHT (1)	$13.50
CIT995400	CHAOS KNIGHT CHAMPION (1)	$13.50
CIT991655	CHAOS KNIGHT STANDARD BEARER	$13.50
CIT995233	CHAOS NURGLINGS	$11.00
CIT978984	CHAOS CHAMPION	$12.50
CIT985968	CHAOS MARAUDERS WITH FLAILS	$13.50
CIT985951	CHAOS MARAUDERS COMMAND	$12.50
CIT986002	BESTIGORS (Chaos Beastmen)	$13.50
CIT985999	BESTIGOR COMMAND (2)	$12.50
CIT979455	CHAOS MINOTAUR	$26.00
CIT979417	DAEMON PRINCE	$36.00
CIT979486	UNGOR BEASTMAN SPEARMEN COMMAND (2)	$12.50
CIT979493	UNGOR BEASTMAN WITH SPEARS (4)	$13.50
CIT985982	UNGOR SKIRMISHERS (4)	$13.50
CIT985975	UNGOR SKIRMISHERS COMMAND (2)	$12.50
CIT979509	CHAOS BEASTMEN LORD	$18.00
CIT979516	CHAOS SORCERER	$13.50
CIT986033	CHAOS LORD ON CHAOS STEED (1)	$21.50
CIT995295	CHAMPIONS OF TZEENTCH (2)	$13.50
CIT995332	SCYLLA CHAOS SPAWN (1)	$16.00
CIT995349	FLAMERS OF TZEENTCH (1)	$11.00
CIT995387	FLESH HOUNDS OF KHORNE (1)	$11.00
CIT995455	CHAOS BEASTMEN (3)	$13.50
CIT996049	CHAOS HARPY (1)	$10.95
CIT979479	MINOTAUR WITH 2 HANDED WEAPON	$27.00
CIT979462	MINOTAUR WITH ADDITIONAL H/WPN	$27.00
CIT979400	CHAOS SPAWN (1)	$13.50
CIT995370	BLOODLETTERS (2)	$13.50
CIT978090	BLOODLETTER COMMAND GROUP (2)	$13.50
CIT978083	BLOODLETTER CHAMPION (1)	$13.50
CIT978977	MARAUDER W/2 HANDED WEAPON (3)	$13.50
CIT978960	CHAOS WARRIORS (2)	$13.50
CIT978069	MINOTAUR STANDARD BEARER (1)	$27.00
CIT976959	DAEMONETTES (2)	$13.50
CIT976973	DAEMONETTE CHAMPION (1)	$13.50
CIT976966	DAEMONETTE COMMAND GROUP (2)	$13.50
CIT987764	DAEMONETTES ON STEEDS	$22.50
CIT973743	DAEMONETTE STANDARD BEARER ON STEED (1)	$16.00
CIT973736	DAEMONETTE MUSICIAN ON STEED (1)	$16.00
CIT973729	DAEMONETTE CHAMPION ON STEED (1)	$16.00

HIGH ELF BOXED SETS

CIT999569	HIGH ELF DRAGON LORD (1)	$63.00
CIT986958	HIGH ELF EVERQUEEN (7)	$43.50
CIT0750	HIGH ELF WARRIORS (8)	$18.00
CIT993352	HIGH ELF REAVER KNIGHTS ELLYRIAN	$36.00
CIT993345	NEW HIGH ELF SILVER HELMS (4)	$40.50
CIT990054	HIGH ELF TIRANOC CHARIOT	$36.00
CIT999552	ELTHARION ON STORMWING	$49.50

HIGH ELF BLISTERS

CIT006083	HIGH ELF BANNERS	$11.00
CIT756254	HIGH ELF BOWMEN (3)	$14.50
CIT996322	HIGH ELF PHOENIX GUARD	$13.50
CIT756797	HIGH ELF GENERAL - ELDROTH (1)	$16.00
CIT991501	WHITE LIONS OF CHRACE (3)	$13.50
CIT975501	HIGH ELF HEROES	$13.50
CIT996391	HIGH ELF ARMORED ARCHERS (3)	$13.50
CIT977468	HIGH ELF FRONT RANK SPEARMEN (3)	$13.50
CIT977475	HIGH ELF MAGE ON STEED (1)	$13.50
CIT977482	SEA GUARD CHAMPION (1)	$11.00
CIT977499	SEA GUARD COMMAND (2)	$12.50
CIT977505	LOTHERN SEA GUARD (3)	$13.50
CIT981748	DRAGON PRINCE STANDARD BEARER	$13.50
CIT986698	HIGH ELF MAIDEN GUARD CHAMPION	$11.00
CIT986889	HIGH ELF MAIDEN GUARD (3)	$13.50
CIT987993	HOETH COMMAND	$12.00
CIT988006	HOETH CHAMPION	$11.00
CIT988013	SWORD MASTERS OF HOETH (3)	$13.50
CIT990078	KORHIL	$16.00
CIT990085	SILVER HELM KNIGHT	$11.00
CIT990092	WHITE LIONS OF CHRACE COMMAND (2)	$12.50
CIT990184	WHITE LIONS OF CHRACE CHAMPION (1)	$11.00
CIT991518	HIGH ELF MAGE (1)	$11.00
CIT991525	HIGH ELF ARCHER CHAMPION (1)	$11.00
CIT991532	HIGH ELF ARCHER COMMAND (2)	$12.50
CIT991549	ELLYRIAN REAVER WITH SPEAR (1)	$11.00
CIT991556	ELLYRIAN REAVER WITH BOW (1)	$11.00
CIT991563	ELLRYIAN REAVER HORN BLOWER (1)	$11.00
CIT991570	ELLYRIAN REAVER CHAMPION (1)	$11.00
CIT991587	ELLYRIAN REAVER STANDARD (1)	$11.00
CIT991860	High Elf Silverhelm Standard Bearer (1)	$12.50
CIT991877	High Elf Silverhelm Hornblower (1)	$11.00
CIT991884	High Elf Silverhelm Champion (1)	$11.00
CIT996308	DRAGON PRINCE OF CALEDOR (1)	$13.50
CIT996315	DRAGON PRINCE CHAMPION (1)	$13.50
CIT996339	TYRION (1)	$22.50
CIT996346	TECLIS (1)	$16.00
CIT996353	HIGH ELF REPEATING BOLT THROWER (1)	$22.50
CIT996407	HIGH ELF CHAMPION	$11.00
CIT996414	HIGH ELF COMMAND	$12.00
CIT996421	HIGH ELF SPEARMEN (3)	$13.50

DARK ELF BOXED SETS

CIT999491	DARK ELF DRAGONRIDER (1)	$63.00
CIT0745	WARHAMMER DARK ELVES (8)	$14.00
CIT993192	DARK ELF CAULDRON OF BLOOD	$57.00
CIT977444	DARK RIDERS BOX (4)	$36.00

DARK ELF BLISTERS

CIT996148	DARK ELF CORSAIRS (3)	$13.50
CIT996216	DARK ELF SPEARMEN (3)	$13.50
CIT759057	DARK ELF TRANSFERS	$10.95
CIT759088	DARK ELF BANNERS	$11.00
CIT759095	DARK ELF STANDARDS	$11.00
CIT759101	COLD ONE KNIGHT STANDARD (1)	$14.50
CIT996094	COLD ONE KNIGHT CHAMPION (1)	$13.50
CIT996070	DARK ELF GENERAL ON COLD ONE (1)	$22.50
CIT996063	DARK ELF SORCERER (1)	$11.00
CIT966056	DARK ELF ASSASSIN (1)	$11.00
CIT977376	DARK RIDER STANDARD (1)	$11.00
CIT977383	DARK RIDER CHAMPION (1)	$11.00
CIT996087	DARK ELF REPEATING BOLT THROW (1)	$22.50
CIT996131	DARK ELF COLD ONE (1)	$13.50
CIT996162	DARK ELF WITCH ELVES (3)	$13.50
CIT996186	DARK ELF COMMAND (2)	$12.50
CIT996179	DARK ELF CHAMPION (1)	$11.00
CIT996193	BLACK GUARD OF NAGGAROTH (2)	$12.50
CIT996209	DARK ELF CROSSBOWMEN (3)	$13.50
CIT977369	DARK ELF SORCERESS (1)	$11.00

EMPIRE BOXED SETS

CIT972678	EMPIRE HANDGUNNERS REGIMENT (16)	$31.50
CIT0749	EMPIRE HALBERDIERS (8)	$16.00
CIT999347	EMPIRE WAR WAGON (1)	$63.00
CIT999330	EMPIRE STEAM TANK (1)	$49.50
CIT0817	EMPIRE WAR ALTAR (1)	$43.00
CIT0820	HEROES OF THE EMPIRE (4)	$43.00
CIT0821	ELECTOR COUNTS (4)	$43.00
CIT0835	EMPEROR ON DEATHCLAW (1)	$43.00
CIT971404	EMPIRE CROSSBOWMEN REGIMENT (16 plastic)	$31.50
CIT975907	EMPIRE HALBERDIERS REGIMENT (16 plastic figures)	$31.50

EMPIRE BLISTERS

CIT994281	EMPIRE VOLLEY GUN (1)	$27.00
CIT202048	KNIGHT OF THE BLAZING SUN STANDARD	$12.50
CIT737154	GRANDMASTER OF THE BLAZING SUN (1)	$9.00
CIT994540	EMPIRE OUTRIDERS (1)	$11.00
CIT737413	KISLEV HORSE ARCHER COMMAND	$11.00
CIT991921	EMPIRE MORTAR (1)	$27.00
CIT994434	EMPIRE GREATSWORD (3)	$13.50
CIT738502	BORIS TODBRINGER (1)	$14.50
CIT738519	ALDERBRAND LUDENHOF (1)	$14.50
CIT994403	VALMIR VON RAUKOV (1)	$16.00
CIT994380	REIKSMARSHALL KURT HELBOR (1)	$16.00
CIT738557	SUPREME PATRIARCH (1)	$14.50
CIT994366	LUDWIG SWARTZHELM (1)	$16.00
CIT994335	GRANDMASTER - KNIGHT PANTHERS (1)	$12.50
CIT994342	KNIGHTS PANTHER (1)	$12.50
CIT738656	KNIGHTS PANTHER STANDARD	$12.50
CIT994304	EMPIRE HALFLING HOT POT (1)	$18.00
CIT739066	EMPIRE FOOT SOLDIERS (3)	$14.50
CIT994267	EMPIRE COMMAND GROUP (3)	$12.50
CIT994243	EMPIRE ARCHERS (3)	$13.50
CIT739585	EMPIRE HALBERDIERS (3)	$14.50
CIT994205	EMPIRE GREAT CANNON (1)	$27.00
CIT739844	TILEAN CROSSBOWMEN (3)	$14.50

CIT975471	EMPIRE HEROES	$13.50
CIT990511	KISLEV WINGED LANCER MUSICIAN (1)	$11.00
CIT990528	KISLEV LANCERS STANDARD BEARER (1)	$11.00
CIT990535	KISLEV WINGED LANCER CHAMPION (1)	$11.00
CIT990542	KISLEV HORSE ARCHERS STANDARD (1)	$11.00
CIT990726	EMPIRE REIKSGARD COMMAND (2)	$12.50
CIT990733	EMPIRE REIKSGARD CHAMPION (1)	$11.00
CIT991938	RUTGAR EMPIRE GENERAL	$18.00
CIT994182	EMPIRE FLAGELLENTS (2)	$12.50
CIT994212	HANDGUNNERS (3)	$13.50
CIT994236	EMPIRE REIKSGARD (2)	$12.50
CIT994311	EMPIRE HALFLING BOWMEN (4)	$13.50
CIT994359	EMPIRE BATTLE STANDARD	$13.50
CIT994397	MARIUS LEITDORF (1)	$16.00
CIT994441	ICE QUEEN OF KISLEV (1)	$16.00
CIT994458	REIKSGARD KNIGHTS	$13.50
CIT994465	EMPIRE PISTOLIERS (1)	$11.00
CIT994472	WHITE WOLF STANDARD BEARER (1)	$12.50
CIT994489	GRANDMASTER WHITE WOLVES (1)	$12.50
CIT994496	KNIGHTS OF THE WHITE WOLF (1)	$12.50
CIT994519	KISLEV WINGED LANCER (1)	$11.00
CIT994533	KISLEV HORSE ARCHERS (1)	$11.00
CIT994564	KNIGHT OF THE BLAZING SUN (1)	$12.50
CIT994571	MOUNTED BATTLE WIZARD (1)	$13.50

ORC & GOBBO BOXED SETS

CIT966844	ORC WARRIORS REGIMENT (16 plastic orcs)	$31.50
CIT999385	ORC ROCK LOBBER (1)	$49.50
CIT0829	MARAUDER GIANT (1)	$70.00
CIT0748	BLACK ORC WARRIORS (6)	$16.00
CIT0755	GOBLIN WARRIORS (10)	$16.00
CIT999378	GROM'S GOBLIN WAR CHARIOT (1)	$36.00
CIT999392	AZHAG THE SLAUGHTERER (1)	$63.00
CIT971343	NIGHT GOBLIN REGIMENT (20 plastic miniatures)	$31.50
CIT971282	GOBLIN DOOM DIVER & LAUNCHER WITH CREW	$36.00

ORC & GOBBO BLISTERS

CIT990467	FOREST GOBLIN SHAMAN (1)	$11.00
CIT994953	SAVAGE ORC SHAMAN (1)	$11.00
CIT752089	SAVAGE ORC SHAMAN ON BOAR (1)	$10.95
CIT994939	SAVAGE ORC BOAR BOYZ SPEARMEN	$12.50
CIT752102	SAVAGE ORC ARRER BOYZ (3)	$14.50
CIT752409	GORFANG ROTGUT (1)	$14.50
CIT752553	BLACK ORCS (2)	$14.50
CIT994823	ORC BIG'UNS	$12.50
CIT754700	FOREST GOBLINS (4)	$14.50
CIT971275	NIGHT GOBLIN FANATICS (3)	$13.50
CIT990474	FOREST GOBLIN SPIDER RIDER STANDARD	$11.00
CIT990610	FOREST GOBLIN SPIDER RIDER CHAMPION	$11.00
CIT991600	ORC BOAR BOYZ WITH SPEAR (1)	$12.00
CIT991891	ODDGIT GOBLIN SHAMAN	$13.50
CIT991907	GROTFANG ORC WARLORD (1)	$22.50
CIT994601	GOBLIN WOLF BOYZ COMMAND	$13.50
CIT994618	GOBLIN WOLF BOYZ (2)	$13.50
CIT994625	FOREST GOBLIN SPIDER RIDER (1)	$11.00
CIT994632	FOREST GOBLIN COMMAND (3)	$13.50
CIT994656	NIGHT GOBLIN SQUIG HERDER (4)	$16.00
CIT994663	NIGHT GOBLIN NET TEAMS (3)	$16.00
CIT994670	GOBLIN SQUIG HOPPERS (1)	$11.00
CIT994687	GOBLINS (4)	$13.50
CIT994694	SKARSNIK & GLOBBA (2)	$22.50
CIT994717	NIGHT GOBLIN COMMAND (2)	$12.50
CIT994731	NIGHT GOBLINS (4)	$13.50
CIT994748	SNOTLINGS	$11.00
CIT994755	SNOTLING PUMP WAGON (1)	$31.50
CIT994779	ORC BOAR BOYZ BOSS (1)	$12.50
CIT994786	ORC BOAR BOYZ HORN BLOWER (1)	$12.50
CIT994793	ORC BOAR BOYZ STANDARD (1)	$12.50
CIT994809	ORC BIG'UN BOSS (1)	$11.00
CIT994816	ORC BIG'UN COMMAND	$12.50
CIT994847	BLACK ORC COMMAND GROUP	$13.50
CIT994878	SAVAGE ORC BOAR BOYZ COMMAND (1)	$12.50
CIT994878	SAVAGE ORC COMMAND GROUP	$12.50
CIT994885	MORGLUM NECKSNAPPER (1)	$22.50
CIT994908	ORC COMMAND GROUP (2)	$12.50
CIT994915	ORC BOYZ	$13.50
CIT994977	SAVAGE ORC BOAR BOYZ (1)	$12.50
CIT994984	SAVAGE ORC BOYZ (3)	$13.50
CIT995479	STONE TROLLS (1)	$22.50
CIT995486	RIVER TROLLS (1)	$22.50
CIT995493	GIANT OGRES (1)	$22.50

DWARF BOXED SETS

CIT969821	DWARF WARRIORS REGIMENT (16 PLASTIC FIGURES)	$31.50
CIT0828	THRONE OF POWER (1)	$43.00
CIT999460	DWARF FLAME CANNON (1)	$50.00

DWARF BLISTERS

CIT969777	DWARF STONE THROWER & CREW	$27.00
CIT006076	DWARF BANNERS	$11.00
CIT995981	KING KAZADOR (1)	$16.00
CIT743834	BURLOCK DAMMINSON (1)	$14.50
CIT995950	KRAGG THE GRIM (1)	$16.00
CIT743870	THE WHITE DWARF (1)	$14.50
CIT743889	DRONG THE DWARF LORD (1)	$9.00
CIT743926	DWARF HAMMERERS COMMAND (2)	$14.50
CIT743951	DWARF HERO (1)	$9.00
CIT743957	DWARF MINER CHAMPION (1)	$9.00
CIT743982	DWARF TROLL SLAYER COMMAND (2)	$12.50
CIT995721	DWARF MINERS (3)	$13.50
CIT880454	DWARF MINER COMMAND (3)	$14.50
CIT995790	DWARF CROSSBOWMEN (3)	$13.50
CIT880973	DWARF DRAGON SLAYER (1)	$11.00
CIT880980	DWARF DAEMON SLAYER (1)	$14.50
CIT975495	DWARF SLAYER HERO	$13.50
CIT986835	DWARF BOLT THROWER (1)	$22.50
CIT986842	DWARF ORGAN GUN (1)	$27.50
CIT990719	DWARF HAMMERER CHAMPION (1)	$11.00
CIT995752	DWARF THUNDERERS (3)	$13.50
CIT995769	DWARF LONGBEARDS (3)	$11.00
CIT995776	DWARF GIANT SLAYER (2)	$16.00
CIT995783	DWARF TROLL SLAYERS (3)	$13.50
CIT995813	DWARF COMMAND GROUP (2)	$12.50
CIT995837	DWARF HERO SKAG	$11.00
CIT995868	DWARF RUNESMITH: GRUDGE (1)	$11.00
CIT995882	DWARF HAMMERERS (3)	$13.50
CIT995899	DWARF CANNON	$22.50
CIT995905	QUEEN HELGA DWARF GENERAL (1)	$11.00
CIT995943	DWARF GYROCOPTER (1)	$31.50
CIT995974	UNGRIM THE SLAYER (1)	$16.00
CIT995998	GOTREK & FELIX (2)	$22.5
CIT996001	BUGMANS TROOPERS (3)	$13.50
CIT996018	DWARF SPEARMEN (3)	$13.50
CIT996025	DWARF CLANSMEN (3)	$13.50

CHAOS DWARF BOXED SETS

CIT999439	CHAOS DWRF GENERAL ON LAMASSU (1)	$49.50
CITCD04	CHAOS DWARVES (8)	$14.00

CHAOS DWARF BLISTERS

CIT995103	ASTRAGOTH HIGH PRIEST	$16.00
CIT995189	CHAOS DWARF AXEMEN	$13.50
CIT995172	CHAOS DWARF CHAMPION (1)	$11.00
CIT995134	BULL CENTAUR STANDARD BEARER (1)	$16.00
CIT995127	CHAOS DWARF ROCKET LAUNCHER (1)	$22.50
CIT758500	HOBGOBLIN WARRIORS (4)	$14.50
CIT995059	HOBGOBLIN CHAMPION (1)	$11.00
CIT995035	HOBGOBLIN WOLF RIDER (1)	$11.00
CIT990603	HOBGOBLIN WOLF RIDER STANDARD (1)	$11.00
CIT995042	HOBGOBLIN SNEAKY GITS (3)	$14.50

WOOD ELF BOXED SETS

CIT999538	DURTHU THE TREEMAN (1)	$36.00
CIT987764	WOOD ELF FOREST DRAGON (1)	$67.00
CIT999507	ARIEL MAGE QUEEN OF LORIEN	$36.00

WOOD ELF BLISTERS

CIT973668	WOOD ELF KING ORION	$27.00
CIT996629	WOOD ELF ARCHERS	$13.50
CIT883707	WOOD ELF TREEMAN (1)	$31.00
CIT996612	WOOD ELF DRYADS (1)	$11.00
CIT996605	WOOD ELF WAR DANCERS (3)	$13.50
CIT975518	WAR DANCER CHAMPION (1)	$13.50
CIT996599	GLADE GUARD (3)	$13.50
CIT967124	GLADE GUARD COMMAND	$13.50
CIT996575	GLADE GUARD CHAMPION (1)	$11.00
CIT996568	WOOD ELF GENERAL ON ELVEN STEED	$16.00
CIT996551	WOOD ELF WAR EAGLE (1)	$22.50
CIT742089	WOOD ELF MOUNTED MAGE (1)	$11.00
CIT996513	GLADE RIDER CHAMPION (1)	$10.50
CIT996490	GLADE RIDER ARCHERS (1)	$10.50
CIT996483	GLADE RIDER STANDARD BEARER (1)	$11.00
CIT996476	GLADE RIDER HORN BLOWER (1)	$11.00
CIT996506	WOOD ELF WARHAWK RIDER (1)	$13.50
CIT996469	WOOD ELF WAYWATCHERS	$12.50
CIT996452	WOOD ELF SKAW THE FALCONER (1)	$16.00
CIT136296	WOOD ELF TRANSFERS	$11.00
CIT996551	WOOD ELF WAR EAGLE	$21.50
CIT996520	WOOD ELF BANNERS	$12.50
CIT979639	WOOD ELF SORCERESS ON FOOT	$13.50
CIT979622	WOOD ELF SCOUTS (3)	$13.50
CIT979615	WOOD ELF SCOUT CHAMPION (1)	$11.00
CIT979608	WOOD ELF SCOUT COMMAND (2)	$12.50
CIT988129	WOOD ELF GLADE RIDER (1)	$11.00
CIT979349	MAGE ON WARHAWK	$18.00

BEASTIES

CIT976379	FANTASY SWARM (4)	$16.00

Science Fiction

Babylon 5 Wars

AOG **Babylon 5 Wars 2nd Edition**
This second edition is reformatted, streamlined and clarified, with new art and new ships. New ship control sheets include the Minbari Whitestar, the Earthforce Thunderbolt, etc. These official, detailed miniatures rules for Babylon 5 are presented in a boxed set which recreates the many epic struggles between the various races and factions which make up the Babylon 5 universe. The rules allow for engagements as small as a few fighters on each side to large fleets battling for control of a planet. Includes rules and background material, ship control sheets for all the popular Earth Alliance, Minbari, Centauri and Narn ships and fighters. Also has two full color counter sheets, 12 metal miniatures and star maps. The rules are like a simplified version of *Star Fleet Battles*. $105.00

Babylon 5 Wars 2nd Edition Boxless Version Same as above but with no miniatures, map or box. Much cheaper! $56.00

War of Retribution: Atlas of Narn/Centauri War Update Pack Just the book of ship control sheets. $15.00

Atlas of Earth Alliance Wars Full color 96 page book detailing the Earth Alliance forces as well as those of the Minbari, focusing on the Earth Minbari War and the Earth Alliance Civil War. Also has 80 full color counters & ship records book. Lots of new ships & fighters. $46.00

Militaries of The League I Together the minor powers of the League wield a power as great as any of the major empires. This book has full color pictures of ships, full color counter sheet, ship control sheets, for the Abbai, the Brakiri, the Drazi, Gaim, Pak'ma'ra and the Vree. $46.00

BABYLON 5 WARS
MILITARIES OF THE LEAGUE 1

Showdowns # 1 Includes rules for minefields, ship control sheets for Raiders & civilian ships including Earthforce One and Babylon 5 Space Station, rules for ship enhancements, elite officers and crews; rules for planets, moons, atmosphere, gravity wells, and over 20 scenarios. $31.50

Showdowns # 2 New rules for weapons, jumping into combat, random scenario generation; more scenarios and mini campaigns; new ships, bases, satellites for Brakiri, Abbai, Vree, Pak'ma'ra, Drazi, etc. $31.50

BABYLON 5 WARS
SHOWDOWNS 2

Variants # 1 Surprise your enemies with different variants of well-known ship classes. Over 35 ship variants including control sheets, for Earth Alliance, Minbari, Centauri and narn ships. Also new rules for aegis pods, pulse arrays, shock cannons, and other new weapons. $28.00

CEE **Earthforce Sourcebook**
This roleplaying supplement for *The Babylon Project* also contains a complete set of simple miniatures rules for Babylon 5, written by Jon Tuffley, who wrote *Full Thrust*. As such the rules are simple to learn, but tactics are very hard to master! The rules are magnificent, and you can easily control six ships each plus fighters. This is the game system for me! The book contains counters for all the above ships and fighters, but I will be using the below miniatures. Special - $20.00

AOG **Babylon 5 Fleet Action**
About time. A brand new miniatures rules set that let you use 30 capital ships and 100 fighters per side, rather than just 3 cap ships and 12 fighters. With fast play mechanics, multi-phase movement system, reinforcements during play, new control sheets, and all designed for the

new Fleet Action figures. *Due June.*		$?

Babylon 5 Wars Fleet Action Scale Miniatures

These miniatures are closer in scale to each other and will be one piece castings where possible. Fighters are 6 to a stand, 3 stands to a pack.

AOGBW406	Earthforce Starfury Fighter (12)	$17.95
AOGBW407	Narn Frazi Fighter (12)	$17.95
AOGBW408	Centauri Sentri Fighter (12)	$17.95
AOGBW409	Minbari Nial Fighter (12)	$17.95
AOGBW429	Raider Delta-V Fighter (12)	$17.95
AOGBW444	Earthforce Thunderbolt Fighter (12)	$17.95

Babylon 5 Wars Miniatures

EARTHFORCE

AOGBW201	Earthforce Omega Destroyer (1)	$25.95
AOGBW205	Babylon 5 Station (12.5cm long).	$69.95
AOGBW206	Starfury Earthforce Fighters (3)	$14.95
AOGBW210	Earthforce Nova Dreadnought (1)	$25.95
AOGBW211	Earthforce Artemis Heavy Frigate (1)	$20.95
AOGBW212	Earthforce Hyperion Cruiser (1)	$19.50
AOGBW219	Earthforce Poseidon Carrier (13.5cm long)	$79.95

AOGBW219 Earthforce Poseidon Carrier

AOGBW220	Earthforce Olympus Corvette	$26.95
AOGBW221	Earthforce Sagittarius Cruiser	$27.95
AOGBW244	Earthforce Thunderbolt Fighter (3)	$16.95
AOGBW282	Earthforce Badger Assault Fighter (3)	$15.95
AOGBW283	Earthforce Tethus Police Cutter (2)	$19.95
AOGBW284	Earthforce Oracle Scout (1)	$19.95
AOGBW305	Refits & Upgrades Earthforce/Minbari	$19.95
REV3622	Babylon 5 Station Model Kit	$44.95

This is a stunning model kit with decals for all of the blue-metallic and grey-metallic areas that run the length of the station, as well as other sections. The model is 43cm long and has 37 pieces.

MINBARI

AOGBW202	Minbari War Cruiser (1)	$25.95
AOGBW209	Minbari Fighter (3)	$15.50
AOGBW216	Minbari Tigara Strike Cruiser *Due Feb*	$25.95
AOGBW217	Minbari Flyer (3)	$15.95
AOGBW222	Minbari Whitestar (1)	$20.95
AOGBW224	Minbari Early Cruiser (1)	$20.95

NARN

AOGBW203	Narn G'Quan Heavy Cruiser (1)	$26.95
AOGBW207	Narn Heavy Fighter (3)	$13.95
AOGBW214	Narn Assault Cruiser (1)	$23.95
AOGBW242	Narn Bin'tak Dreadnought (1)	$43.95
AOGBW261	Narn Rongoth Destroyer (1)	$19.95
AOGBW262	Narn Sho'Kos Patrol Cutter (2)	$20.95
AOGBW264	Narn Dag'Kar Missile Frigate (1)	$15.95
AOGBW265	Narn Sho'Kar Scout (1)	$15.95
AOGBW267	Narn Gortih Medium Fighter (3)	$13.95
AOGBW268	Narn Var'Nic Destroyer (1)	$19.95
AOGBW269	Narn Thentus Frigate	$15.95
AOGBW306	Refits & Upgrades Narn/Centauri	$19.95

CENTAURI

AOGBW204	Centauri BattleCruiser (1)	$25.95
AOGBW208	Centauri Medium Fighter (3)	$13.95
AOGBW213	Centauri Warship (1)	$16.95
AOGBW246	Centauri Dargan Strike Cruiser (1)	$25.95
AOGBW247	Centauri Covran Scout (1)	$16.50
AOGBW248	Centauri Octurian Battleship (1)	$49.95
AOGBW249	Centauri Haven Patrol Boat (2)	$20.95
AOGBW255	Centauri Kutai Gunship (1)	$15.95
AOGBW257	Centauri Balvarin Carrier (1)	$25.95
AOGBW258	Centauri Altarian Destroyer (1)	$20.95
AOGBW260	Centauri Rutarian Strike Fighter (3)	$14.95

OTHER RACES

AOGBW215	Drazi Sunhawk	$20.95
AOGBW270	Drazi Sunhawk	$19.95
AOGBW271	Drazi Strikehawk	$19.95
AOGBW272	Drazi Sky Serpent Assault Fighters (2)	$19.95
AOGBW229	Raider Delta-V Fighter (3)	$13.95
AOGBW230	Raider Carrier (1)	$27.95
AOGBW231	Raider Battle Wagon	$27.95
AOGBW232	Civilian or Raider Freighters (2)	$27.95
AOGBW233	Civilian Tanker	$17.95
AOGBW276	Brakiri Avioki Heavy Cruiser	$27.95
AOGBW277	Brakiri Tashkat Advanced Cruiser *Due Feb.*	$27.95
AOGBW278	Brakiri Falkosi Light Fighter (3)	$15.95
AOGBW279	Brakiri Halik Fighter Killer	$27.95
AOGBW280	Brakiri Ikorta Assault Cruiser	$17.95

BOXED SETS

AOGBW301	Narn Fleet Boxed Set *Due March*	$89.95
AOGBW302	Centauri Fleet Boxed Set (7) *Due Feb*	$89.95
AOGBW303	Earthforce Fleet Boxed Set *Due March*	$89.95
AOGBW304	Minbari Fleet Boxed Set (11 miniatures)	$89.95

Harlequin Babylon 5 Miniatures

30mm Limited Edition Boxed Sets

HARB5101 Babylon 5 Series I – Collector's Boxed Set B5101 .... $39.00
Includes Sinclair, Carolyn Sykes, Security Guard, Ko'Dath, Soul Hunter 1.

HARB5102 Babylon 5 Series I – Collector's Boxed Set B5102 .... $39.00
Includes Londo Mollari, Lady Adira, Trakis, Soul Hunter 2, Med Tech

HARB5103 Babylon 5 Series I – Collector's Boxed Set B5103 .... $30.00
Includes Dr Vance Hendricks, Catherine Sakai, Susan Ivanova, Infected Nelson Drake, and Tu Pari.

HARB5104 Babylon 5 Series I – Collector's Boxed Set B5104 .... $30.00
Includes Kelsey, Lou Welch, Dr Steven Franklin, Jason Ironheart, Ock.

Battlefleet Gothic

GW Battlefleet Gothic
Games Workshop's newest big boxed game, of spaceship battles in the 41st Millennium. You command fleets of warships in deadlyconflict among the stars. Includes four large plastic Imperial Cruisers, with enough optional parts to make up a variety of different types, and four large Chaos plastic cruisers, also with a lot of optional parts. The ships really do look fantastic. Includes a full rulebook including stats for dozens of Imperial, Chaos, Ork, Eldar ships, fighters, base stations, weapons, etc. With 12 specialised dice, plastic range rulers, over 100 counters of things such as missiles, missile volleys, ship turning counters, asteroids, a planet. Also a quick start guide. **$80.00**

BattleFleet Gothic Miniatures

CIT969647	CHAOS REPULSIVE GRAND CRUISER (1)	$21.00
CIT968763	CHAOS PLANET KILLER (1)	$36.00
CIT968947	SPACE MARINE STRIKE CRAFT (1)	$11.00
CIT969210	IMPERIAL TRANSPORT SHIPS (3)	$13.50
CIT968930	SPACE MARINE BATTLE BARGE (1)	$36.00
CIT696659	CHAOS ICONOCLASTCLASS DESTROYERS (3)	$13.50
CIT969159	ORK BRUTE RAMSHIPS (4)	$13.50
CIT969166	ORK SAVAGE GUNSHIPS (2)	$13.50
CIT969173	ORK RAVAGER ATTACK SHIPS (3)	$13.50
CIT969180	ORK ONSLAUGHT SHIPS (3)	$13.50
CIT969197	ORK TERROR SHIP (1)	$21.00
CIT969203	ORK KILL KROOZER (1)	$21.00
CIT969661	DAUNTLESS CLASS LIGHT CRUISER	$11.00
CIT969678	IMPERIAL FIRESTORM CLASS FRIGATES (3)	$13.50
CIT969685	ELDAR ACONITE FRIGATE (3)	$13.50
CIT969692	ELDAR HEMLOCK DESTROYER (3)	$13.50
CIT969708	ELDAR NIGHTSHADE DESTROYERS (3)	$13.50
CIT969715	ELDAR HELLEBORE FRIGATES (2)	$13.50
CIT969722	ELDAR SHADOW CRUISER (1)	$21.00
CIT969739	ELDAR ECLIPSE CRUISER (1)	$21.00
CIT969746	CHAOS DESPOILER BATTLESHIP	$36.00
CIT969753	EMPEROR CLASS BATTLESHIP	$36.00
CIT970308	CHAOS INFIDEL CLASS RAIDERS (3)	$13.50
CIT970315	CHAOS IDOLATOR CLASS RAIDERS (3)	$13.50
CIT970322	IMPERIAL COBRA CLASS DESTROYERS (4)	$13.50
CIT970339	IMPERIAL SWORD CLASS FRIGATES (3)	$13.50
CIT970346	BLACKSTONE FORTRESS	$36.00
CIT970353	CHAOS DESOLATOR BATTLESHIP	$36.00
CIT970360	RETRIBUTION CLASS BATTLESHIP	$36.00
CIT970377	IMPERIAL CRUISERS (2 plastic ships)	$16.00
CIT970384	CHAOS CRUISERS (2 plastic ships)	$16.00

BattleTech

FAS **BATTLETECH 4th Edition** This 4th edition comes with a 48 page rulebook that covers heat build-up, piloting skills, critical hits, physical attacks (punching, etc), movement, combat, etc; a 32 page record sheet book; a 32 page full color book with quick start rules and heaps of background info; there are two 22"x27" maps; & 48 cardboard full color standup counters, being two each of 24 different mechs; and 144 full color unit stickers. Note that there are no rule changes. **$47.50**

Armorcast BattleTech 28mm Scale

Mechs

28mm figure scale, ie, Warhammer 40,000 Scale

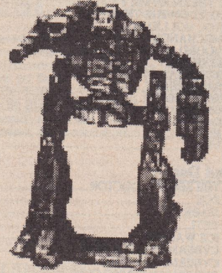
ARMOR2510	MADCAT BATTLEMECH 1/60th Scale – 20cm tall!	$220.00
ARMOR2511	VULTURE BATTLEMECH 1/60th Scale – 20cm tall!	$190.00

Ral Partha BattleTech Miniatures

Mechs & AFVs

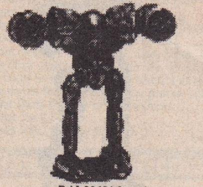
1/285th Scale Metal kits with 1 or () models.

RAL1920-778	CROCKETT BATTLEMECH	$16.50
RAL1920-786	FLASHMAN BATTLEMECH	$13.95
RAL1920-787	CHAMPION BATTLEMECH	$13.95
RAL1920-814	LANCELOT BATTLEMECH	$13.95
RAL1920-892	SHOGUN BATTLEMECH	$16.50
RAL1920-898	IMP BATTLEMECH	$16.50
RAL20600	VULTURE OMNIMECH (1)	$13.95
RAL20601	LOKI OMNIMECH (1)	$14.95
RAL20602	THOR OMNIMECH (1)	$14.95
RAL20603	MADCAT OMNIMECH (1)	$14.95
RAL20604	MAN O'WAR OMNIMECH (1)	$17.50
RAL20605	MASAKARI OMNIMECH (1)	$17.50
RAL20606	GLADIATOR OMNIMECH (1)	$17.50
RAL20607	DAISHI OMNIMECH (1)	$16.50
RAL20608	DRAGONFLY MDM OMNIMECH	$11.50
RAL20609	FENRIS MDM OMNIMECH	$13.50
RAL20610	BLACKHAWK MDM OMNIMECH	$12.50
RAL20611	RYOKEN MDM OMNIMECH	$12.50
RAL20612	DASHER BT OMNIMECH	$9.95
RAL20613	KOSHI BT OMNIMECHS	$9.95
RAL20614	ULLER BT OMNIMECH	$11.95
RAL20615	PUMA BT OMNIMECH	$11.95
RAL20616	GRAND TITAN	$14.95
RAL20617	TEMPEST	$12.50
RAL20619	THOR SELF PROPELLED ARTILLERY	$14.50
RAL20622	NIGHTSKY	$9.95
RAL20623	SRM CARRIER	$12.50
RAL20624	GALAHAD	$13.50
RAL20626	PHOENIX HAWK IIC	$11.95
RAL20627	LRM CARRIER (2)	$14.50
RAL20631	MARKSMAN SELF PROPELLED ARTILL	$12.50
RAL20633	NAGA OMNIMECH	$14.95
RAL20634	LOCUST IIC	$8.95
RAL20635	PUMA 95 TON TANK	$13.95
RAL20638	RAKSHASA	$12.50
RAL20639	KANGA AFV (2)	$12.50
RAL20642	BERSERKER	$15.95
RAL20643	HELLHOUND	$11.95
RAL20645	HA-OTOKO CLAN BATTLEMECH	$15.00
RAL20646	JINGGAU INNSPHERE MECH	$15.00
RAL20647	SIROCCO INNERSPHERE MECH	$16.50
RAL20649	WYVERN IIC MECH	$11.00
RAL20659	NAGINATA	$14.95
RAL20660	KODIAK (1)	$14.95
RAL20661	VIXEN (1)	$8.95
RAL20662	BATTLE COBRA	$10.95
RAL20663	VIPER	$13.50
RAL20664	LINEBACKER OMNIMECH	$14.95
RAL20665	SUNDER MECH	$17.50
RAL20666	GRIZZLY MECH	$12.50
RAL20667	TOKUGAWA HEAVY TANK (2)	$13.50
RAL20669	ANVIL	$11.50
RAL20670	GRAND CRUSADER MECH	$12.50
RAL20671	REGULATOR HOVERTANK	$11.95
RAL20673	STARSLAYER	$10.50



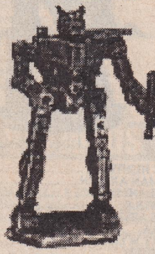
RAL20673 Starslayer

RAL20674	FALCONER	$11.50
RAL20675	NIGHTSTAR (1)	$13.50
RAL20676	PIRANHA	$10.50
RAL20677	GRENDL	$11.50
RAL20678	TYPHOON	$12.50
RAL20679	RAPTOR	$10.50
RAL20680	GALLOWGLAS (1)	$12.50
RAL20681	LONGBOW (1)	$12.50
RAL20682	KOMODO	$9.95
RAL20683	HANKYU OMNIMECH	$11.95
RAL20684	SHOOTIST (1)	$12.50
RAL20685	BANDIT HOVERCRAFT	$13.95
RAL20686	MACKIE	$14.50
RAL20687	THUNDER HAWK	$14.95
RAL20688	BABOON	$10.50
RAL20689	NEXUS (1)	$7.95
RAL20690	OWENS OMNIMECH	$10.50
RAL20691	PEREGRINE	$10.50
RAL20692	HERECULES	$13.50
RAL20693	NO-DACHI	$13.50
RAL20694	TOYAMA MECH	$13.50
RAL20695	FIRE FALCON OMNIMECH	$10.50
RAL20696	SUPERNOVA	$15.95
RAL20697	CHAMELEON	$10.50
RAL20698	BUCANEER	$9.95
RAL20699	EMPEROR	$13.50
RAL20705	STINGRAY F-90 AEROSPACE FIGHTR	$12.50
RAL20712	SHILONE AEROSPACE FIGHTR	$9.95
RAL20713	SLAYER AEROSPACE FIGHTER	$13.50



RAL20681 Longbow

RAL20687 Thunder Hawk

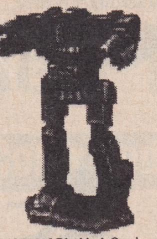


RAL20698 Bucaneer

RAL20714	BATU OMNI AEROSPACE FIGHTER	$12.50
RAL20715	JAGATAI WITH ALT WEAPON PODS	$13.50
RAL20722	TRANSGRESSOR	$8.50
RAL20723	WARRIOR HELICOPTER	$6.95
RAL20724	MECHBUSTER FIGHTER	$9.95
RAL20725	CAVALRY ATTACK HELICOPTER	$8.95
RAL20726	YELLOW JACKET GUN BOAT	$7.95
RAL20739	ONTOS HEAVY TANK (2)	$16.50
RAL20740	BEHEMOTH TANK	$14.50
RAL20743	MOBILE HEADQUARTERS	$13.50
RAL20744	BADGER TRACKED TRANSPORT	$11.95
RAL20747	ZHUKOV HEAVY TANK	$12.95
RAL20748	CHALLENGER X 90 TON TANK	$16.50
RAL20750	ROMMEL/PATTON 65 TON TANK (2)	$14.95
RAL20751	LONG TOM ARTILLERY PIECE	$14.99
RAL20753	SCHREK PPC TANK (2)	$13.95
RAL20754	LINEHOLDER	$10.50
RAL20755	SPARTAN SPT-N2	$15.95
RAL20756	AKUMA	$15.95
RAL20757	STRIDER SR1-0 OMNI	$11.95
RAL20758	CAULDRON-BORN (OMNI)	$14.95
RAL20759	TURKINA	$15.95
RAL20760	BLACK LANNER (OMNI)	$11.95
RAL20761	DEVASTATOR DVS-2	$15.95
RAL20763	MAELSTROM MTR-5K	$11.95
RAL20764	SPECTOR SPR-5F	$9.50
RAL20765	ENFIELD	$10.50
RAL20766	LYNX LNX-9Q	$10.50
RAL20768	NIGHT GYR	$14.95
RAL20779	MANTICORE	$14.95
RAL20780	HUSSAR	$10.95
RAL20783	J.EDGAR VEHICLES (2)	$10.95
RAL20784	MYRMIDON MEDIUM TANK	$13.00
RAL20785	DEMOLISHER II TANK	$15.00
RAL20786	HACHIMAN FIRE SUPPORT	$13.00
RAL20787	ISHTAR HEAVY FIRE SUPPORT	$13.00
RAL20789	TARANTULA ZPH-1A	$10.50
RAL20790	SALAMANDER PPR-5S	$11.95
RAL20792	BEHEMOTH CLAN MECH	$13.95
RAL20793	HOLLANDER	$9.95
RAL20794	ALBATROSS	$11.95

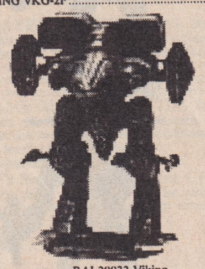
RAL20794 Albatross

RAL20795	JENNER IIC CLAN MECH	$8.95
RAL20800	HEX BASES BATTLETECH	$8.50
RAL20801	THUG	$15.95
RAL20802	MONGOOSE	$8.95
RAL20804	CRAB	$11.95
RAL20819	MAXIM - 50 TON HOVER TRNSPRT	$12.95
RAL20820	MARSHAL 55 TON TANK	$9.95
RAL20821	CLAN ELEMENTAL INFANTRY (30)	$16.50
RAL20830	VON LUCKNER HEAVY TANKS (2)	$14.95
RAL20899	KING CRAB	$15.95
RAL20900	CICADA	$11.95
RAL20901	TREBUCHET	$11.95
RAL20902	CHARGER	$15.95
RAL20903	BLACKWATCH	$15.95
RAL20904	OBAKEMONO	$15.95
RAL20905	BLACKJACK OMNIMECH	$13.50
RAL20906	RAIJIN	$11.95
RAL20907	BLACK HAWK-KU BHKU-0	$14.95
RAL20908	THRESHER	$13.50
RAL20909	DRAGON FIRE DGR-3F	$13.50
RAL20910	NOBORI-NIN OMNIMECH	$13.50
RAL20911	CROSSBOW OMNIMECH	$14.95
RAL20912	KINGFISHER OMNIMECH	$17.50
RAL20913	PERSEUS P1 OMNIMECH	$14.95
RAL20914	COUGAR OMNIMECH	$11.95
RAL20915	AVATAR OMNIMECH	$14.95
RAL20916	MERLIN MLN-1A	$13.50
RAL20917	NOVA CAT ONIMECH	$14.95
RAL20918	STALKING SPIDER	$11.95
RAL20919	STROOPING HAWK OMNIMECH	$13.50
RAL20920	CENTAUR PROTOMECH	$13.50
RAL20921	ROC (PROTOMECH) (5)	$13.50
RAL20922	GORGON PROTOMECH (5)	$14.95
RAL20923	MINOTAUR PROTOMECHS (5)	$14.95
RAL20924	SATYR PROTOMECHS (5)	$14.95
RAL20925	HARPY PROTOMECHS (5)	$14.95



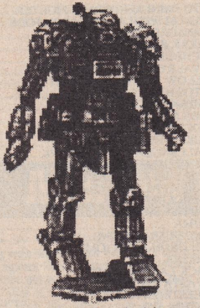
RAL20905 Blackjack Omnimech

RAL20926	SIREN PROTOMECHS (5)	$14.95
RAL20927	HYDRA PROTOMECHS (5)	$14.95
RAL20928	CORVIS	$13.50
RAL20929	URSUS	$13.50
RAL20930	CATAPULT CPLT-C4	$13.50
RAL20931	URBAN MECH II C	$10.50
RAL20932	VINDICATOR VND-3L	$11.95
RAL20933	VIKING VKG-2F	$15.95



RAL20933 Viking

RAL20934	PACK HUNTER	$13.50
RAL20935	AXEMAN AXM-2N	$13.50
RAL20936	HIGHLANDER II C	$13.95
RAL20937	BEOWULF	$11.95
RAL20938	MARS ASSAULT VEHICLE	$12.50
RAL20939	COBRA	$13.50
RAL20940	GREAT WYRM	$13.50
RAL20941	MENSHEN	$13.50
RAL20942	ATLAS (REMAKE - BIGGER!)	$19.95



RAL20942 Remake Atlas

RAL20943	ARCTIC WOLF - CLAN MECH	$13.50
RAL20944	YEOMAN – INNERSPHERE MECH	$14.95
RAL20945	CHEVALIER LIGHT TANK	$14.95
RAL20946	BLITZKRIEG INNERSPHERE MECH	$13.50
RAL20951	INNERSPHERE BATTLE ARMOR	$13.50
RAL20952	KANAZUCHI BATTLE ARMOR	$10.50
RAL20953	LONGINUS BATTLE ARMOR	$13.50
RAL20954	ACHILEUS LT BATTLE ARMOR	$13.50
RAL20955	GRAY DEATH BATTLE ARMOR	$13.50

BattleTech Paint

RAL77753	DRACONIS COMBINE COLORS (6)	$20.00
RAL77754	CLAN GHOST BEAR COLORS (6)	$20.00

BattleTech Boxed Lances

All come with hex bases.

RAL10844	**BATTLETECH CLAN BOXED SET** Puma, MadCat, ShadowCat, Daishi	**$49.95**
RAL10845	**BATTLETECH INNERSPHERE BOXED SET** Owens, Orion, Bushwacker, Annihilator	**$49.95**
RAL10846	**MECH COMMANDER CLAN MECHS** Uller, Hunchback IIC, Loki, Masakari	**$49.95**
RAL10847	**MECH COMMANDER INNERSPHERE MECHS** Raven, Centurion, Jagermech, Atlas (new model)	**$49.95**

Dark Horizon: Escape

DARK HORIZON: ESCAPE A near future tactical combat simulation for two players or teams. One player controls the agents of the People for a UNified Tomorrow attempting to destroy the Armageddon Device and escape the Talobar Technologies alive. The other team controls the Talobar CorpGuard security forces, using whatever means necessary to stop them. With 45 pieces of puzzleboard floor allowing an infinite number of layouts, 10 metal Mark Copplestone Future Warriors 28mm figures, 12 doors, 24 cards, 5 scenarios, 120 counters. **$80.00**

NOTICE OF TERMINATION Both an introduction to the above game plus an expansion. Has an 8 page basic rulebook with 6 scenarios, 12 page advanced rulebook with 6 scenarios, 116 counters of gear such as gas-masks, 9 color stand-up counters of figures, 12 new combat cards, 18 room and hallway pieces, 3 stand-up doors. **$40.00**

Dirtside II

DIRTSIDE II By the same people who did *Full Thrust*. This is a comprehensive set of generic rules for simulating science fiction battles in virtually any background or future history. The system covers combined-arms actions from a few platoons up to full battalion combat group level. Rules are inlcuded for infantry, AFVs of all types, artillery, aerospace support and landings, combat walkers, and much more. Designed for use with 1:285/1:300 scale miniatures. Includes a flexible integrated game sequence, an innovative chartless combat system for fast play, complete vehicle design and points value systems, lots of photos, artwork, and 2 sheets of color counters. By GZG. **$35.00**

STARGRUNT II These rules are a comprehensive set of generic rules for simulation science fiction infantry combat in virtually any background, but also includes background info and unit types and organisation set in the same universe as Dirtside and Full Thrust. Scale is individual infantry and vehicles, and you can play actions with a few squads up to company level. Rules cover infantry, power armored troops, AFVs, artillery, flexible integrated game sequence, fast play system with minimal record keeping. Also has 2 counter sheets, and tons of illustrations. **$40.00**

Stargrunt Miniatures

Figures are around 28mm tall

New Anglian Royal Marines (10)	$22.00
New Anglian Female Troopers (10)	$22.00
New Anglian Power Armored Troopers (10)	$22.00
New Swabian League Troopers (10)	$22.00
New Swabian League Female Troopers (10)	$22.00
New Swabian League Power Armored Troopers (10)	$22.00
Eurasian Union Naval Infantry (10)	$22.00
Eurasian Union Naval Power Armor Infantry (10)	$22.00
Federal Stats Europa Colonial Legionaries (10)	$22.00
Federal Stats Europa Power Armored Troopers (10)	$22.00
Islamic Federation Troopers (10)	$22.00
Pan African Union Troopers (10)	$22.00
Mercenary Troopers (10)	$22.00
UNSC Marine Troopers (10)	$22.00
P'Taah Biotech Aliens (10)	$22.00
Kra'vak Troopers (10)	$22.00
Oceanic Union Defence Force (Australian) Troopers (10)	$22.00
Oceanic Union Defence Force Jetbike and Rider (1)	$7.50
Oceanic Union Defence Force SAM Launcher & 3 Crew	$8.25
FSE Colonial Legionnaire on Futuristic Motor Bike	$5.50
NAC Marine on Futuristic Motor Bike	$5.50
Combat Babe on Futuristic Motor Bike	$5.50

Stargrunt Resin Vehicles

Large resin vehicles, suitable for all 25mm or exaggerated 25mm sci-fi.

SF25-11	Police Patrol Aircar	$15.00
SF25-14A	Gladiator Mk II Light Hover Tank	$15.00
SF25-15	Surveyor Tracked All Terrain Vehicle	$35.00
SF25-26A	Goliath Mark II Heavy Hover Tank	$30.00
SF25-27	Light Hover Jeep	$10.00
SF25-28	Wombat Medium Hover APC	$20.00
SF25-30	Rommel Medium Hovertank	$20.00
SF25-35	AV-6 Assault VTOL (troop transport)	$30.00
SF25-41	Lawcruiser 8 wheel Urban Security Vehilcle	$25.00
SF25-57	M38D LIPPC Light APC	$15.00
SF25-58	M62 Slammer Heavy Hover Tank	$35.00
SF25-62	Poruzh Superheavy Grav Tank	$25.00
SF25-63	Virnazh G-CAV Grav Assault APC	$20.00
SF25-64	Gunspider - 6 legged weapons platform	$20.00
SF25-65	Gunspider - as above with twin rotary cannon	$20.00
SF25-66	Gunspider - as above but anti-tank variant	$20.00
SF25-67	M44 Coonhound Light Assault Vehicle	$15.00
SF25-69C	Wheeled Flatbed Truck with Military Armored Cab	$20.00
SF25-69E	Wheeled Truck with Military Cab and Command Post Body	$25.00
SF25-73	AV-5 Security/Casualty Evac VTOL	$25.00
SF25-75	AV9A2 Gunship VTOL	$20.00
SF25-85	Paladin 6 wheeled Hi-Mobility Battletank with Laser Turret	$35.00
SF25-86	Phalanx 6 wheeled heavy APC with twin laser turrets	$50.00
SF25-88	Hoplite High Mobility Wheeled Vehicle with Rotary Cannon	$40.00
SF25-89	Hunter Wheeled Tank Killer with Missile & Cannon	$40.00
SF25-90	Defender Anti-Air Vehicle (based on Hunter)	$40.00
SF25-91	Striker Multiple Rocket Artillery vehicle	$40.00
SF25-93	Gauntlet II GEV Hover APC	$25.00
SF25-98	MARS Multiple Artillery Rocket System on Truck	$25.00

Doctor Who

Superb exaggerated 25mm miniatures, by Harlequin, from the Dr Who TV Series

DOCTOR WHO INVASION EARTH The new Dr Who miniatures game has finally been released! Contains $75.00 worth of miniatures, being 4 Daleks and 6 UNIT Troopers, and focuses on the war fought over Earth. The 36 page rulebook gives army lists for UNIT, including the Brigadier, troopers, weapons; also for the Doctor, his companions, and equipment; and of course the Daleks, including Davros, Dalek warriors, Dalek Engineers, Assault Dalek, Robomen and Slythers. A small campaign lets you refight the assault on London. Also has card buildings and templates **$80.00**

Dr Who Boxed Sets

HARDW1951	Dalek Patrol (7) Including Hvy Wpns	$54.95
HARDW1952	Dr Who & the Dinosaurs Contains 3rd Dr, Sarah Jane, 2 Unit Troopers, Pterodactyl, giant T-Rex.	$149.95
HARDW1953	UNIT Patrol (7)	$47.95
HARDW1955	Mk III Dalek Patrol	$54.95
HARDW1958	Who-mobile (Dr Who's hovering car, 3rd Dr, Sarah)	$79.95
HARDW1959	Bessie (Dr Who's car)	$74.95
HARDW1010	UNIT Land Rover	$74.95
HARDW1011	Ice Warriors Boxed Set (7)	$47.95
HARDW1013	Auton Boxed Set (7)	$47.95

The First Doctor

HARDW101	THE FIRST DOCTOR	$7.50
HARDW102	ZARBI	$8.95
HARDW103	MENOPTERA	$7.50
HARDW104	VENOM GRUB	$7.50
HARDW105	CHUMBLE	$7.50
HARDW106	IAN CHESTERTON	$7.50
HARDW108	SUSAN	$7.50
HARDW109	THE TOYMAKER	$7.50
HARDW110	STEVEN TAYLOR	$7.50
HARDW111	DODO CHAPLET	$7.50
HARDW112	MONOID	$7.50
HARDW113	CAPTURED MENOPTERA	$7.50
HARDW114	SENSORITE	$7.50
HARDW115	TLOTOXL	$7.50
HARDW116	SARA KINGDOM	$7.50
HARDW117	CYBERMAN MK 1	$7.50
HARDW118	ALYDON THE THAL	$7.50
HARDW119	DOC HOLLIDAY	$7.50
HARDW120	MECHANOID	$9.52
HARDW121	VOORD WARRIOR	$7.50
HARDW127	ROBOMAN	$7.50
HARDW129	ROBOMAN GUARD	$7.50
HARDW131	SAND BEAST	$8.95
HARDW132	KOQUILLION	$7.50
HARDW133	OPTERA	$7.50
HARDW142	DARHVIN	$7.50
HARDW151	BEN	$7.50
HARDW155	VICKI	$7.50

The Second Doctor

HARDW201	THE SECOND DOCTOR	$7.50
HARDW202	ZOE	$7.50
HARDW203	JAMIE	$7.50
HARDW204	YETI	$7.50
HARDW205	ICE WARRIOR	$7.50
HARDW206	CYBERMAN (INVASION)	$7.50
HARDW207	CYBERMAN (TOMB)	$7.50
HARDW208	CYBERMAN FIRING GUN	$7.50
HARDW209	YETI ATTACKING	$7.50
HARDW210	DOMINATOR	$7.50
HARDW211	QUARK	$7.50
HARDW212	KROTON	$7.50
HARDW213	EMPEROR DALEK	$24.95
HARDW214	KROTON ARMED	$7.50
HARDW215	CLOCKWORK SOLDIER	$7.50
HARDW216	CYBER-LASER CANNON TEAM	$18.94
HARDW217	CYBER CONTROLLER	$7.50
HARDW218	SERVO ROBOT	$8.95
HARDW219	VICTORIA	$7.50
HARDW223	ICE WARRIOR ATTACKING	$7.50

The Third Doctor

HARDW301	THE THIRD DOCTOR	$7.50
HARDW303	DALEK	$8.95
HARDW304	LINX THE SONTARAN	$7.50
HARDW305	ENGINEER DALEK	$8.95
HARDW308	SILURIAN	$7.50
HARDW309	AXON HUMANOID	$7.50
HARDW310	AXON	$7.50
HARDW318	TERROR AUTON	$7.50
HARDW319	LIZ SHAW	$7.50
HARDW320	PRIMITIVE	$7.50
HARDW321	GUERRILA 22ND CENTURY	$7.50
HARDW323	SERGEANT BENTON	$7.50
HARDW325	OGRYON ATTACKING	$7.50
HARDW327	AZAL THE DAEMON	$30.01
HARDW328	ALPHA CENTAURI	$8.95
HARDW329	AGGEDOR	$8.95
HARDW336	OMEGA GUARD	$7.50
HARDW345	EXXILON	$7.50
HARDW346	EXXILLON ARCHER	$7.50

The Fourth Doctor

HARDW401	THE FOURTH DOCTOR	$7.50
HARDW403	UNIT TROOPER	$7.50
HARDW404	UNIT TROOPER WITH GRENADE	$7.50
HARDW406	DAVROS	$8.95
HARDW408	MARCUS SCARMAN	$7.50
HARDW411	ROBOT	$8.95
HARDW413	WENG CHIANG	$7.50
HARDW414	MISTER SIN	$7.50
HARDW416	LEELA	$7.50
HARDW418	LI H'SEN CHANG	$7.50
HARDW419	SUICIDE DALEK	$8.95
HARDW420	PROFESSOR KETTLEWELL	$8.95
HARDW421	COMMANDER ANDRED	$7.50
HARDW422	HARRY SULLIVAN	$8.95
HARDW423	UNIT TROOPER WITH SMG	$7.50
HARDW424	ZYGON ATTACKING	$8.95
HARDW429	VORUS VOGON LEADER	$7.50
HARDW431	DECAYING MASTER	$7.50
HARDW432	MANDREL ATTACKING	$7.50
HARDW433	KELLMAN	$7.50
HARDW434	VOGON WARRIOR	$7.50
HARDW435	ROMANA II	$7.50
HARDW436	FOAMASI	$7.50
HARDW437	WIRRN	$9.52
HARDW438	ROBOT OF DEATH ATTACKING	$7.50
HARDW440	MOVELLAN	$7.50
HARDW441	WOOD BEAST OF TARA	$7.50
HARDW442	CAILLEACH	$7.50
HARDW443	VIVIAN FAY	$7.50
HARDW444	SHRIVENZALE	$13.00
HARDW445	SWAMPIE WARRIOR	$7.50
HARDW446	GARRON	$7.50
HARDW447	THARIL	$7.50
HARDW448	SWAMPIE LEADER	$7.50
HARDW450	COUNT GRENDEL	$7.50
HARDW452	PIRAGE GUARD	$7.50
HARDW453	THE MARSHALL	$7.50
HARDW474	ROBOT MUMMY ATTACKING	$8.95

The Fifth Doctor

HARDW501	THE FIFTH DOCTOR	$8.95
HARDW505	DEATH	$7.50
HARDW506	ANDROID	$7.50
HARDW507	TERILEPTIL	$7.50
HARDW508	TURLOUGH	$7.50
HARDW509	MYRKA	$24.06
HARDW511	ICTHAR	$7.50
HARDW512	RASTON WARRIOR ROBOT	$7.50
HARDW513	SAUVIX	$7.50
HARDW514	SCIBUS	$7.50
HARDW515	OMEGA	$7.50
HARDW532	EARTHSHOCK CYBERMAN	$7.50
HARDW550	BLOWN UP DALEK	$7.50

The Sixth Doctor

HARDW601	THE SIXTH DOCTOR	$7.50
HARDW602	PERI	$7.50
HARDW603	DRATHRO	$23.99
HARDW604	NOMA	$7.50
HARDW605	MESTOR	$8.95
HARDW606	MEL	$8.95
HARDW607	VERVOID	$8.95
HARDW608	ROMULUS	$8.95
HARDW609	VERVOID ADVANCING	$7.50
HARDW610	KATRYCA	$7.50
HARDW611	CRYON	$7.50

The Seventh Doctor

HARDW701	THE SEVENTH DOCTOR	$7.50
HARDW702	THE BRIGADIER	$7.50
HARDW703	ACE	$7.50
HARDW704	HAEMOVORE	$7.50
HARDW705	THE ANCIENT ONE	$7.50
HARDW706	URAT THE TEBAP	$7.50
HARDW707	PIPE PERSON	$7.50
HARDW708	HAEMOVORE	$7.50
HARDW709	CHEETAH PERSON	$7.50
HARDW710	KANDY MAN	$8.95
HARDW711	THE DESTROYER	$9.50
HARDW720	SEVENTH DR WITH DALEK JAMMER	$7.50

The Eighth Doctor

HARDW801	THE EIGHTH DOCTOR	$7.50
HARDW903	DALEK MK 3	$8.95

Doom Miniatures

From Doom I and II - Limited Stocks, no longer availabe

REA66601	DOOM MARINE (1)	$14.95
REA66602	ZOMBIE MARINE WITH PISTOL (3)	$14.95
REA66603	ZOMBIE MARINE WITH SHOTGUN (3)	$14.95
REA66604	HEAVY WEAPON DUDE W/CHAIN-GUN	$13.95
REA66605	IMP (3)	$14.95
REA66607	CACODEMON	$21.95
REA66608	PAIN ELEMENTAL	$21.95
REA66609	LOST SOUL (FLOATING SKULL)	$12.95
REA66610	MANCUBUS	$21.95
REA66611	BARON OF HELL	$21.95
REA66612	REVENENT	$10.95
REA66613	ARACHNOTRON	$39.95
REA66614	ARCHVILLE	$17.95
REA66615	CYBERDEMON	$44.95

Fading Suns

HDI **NOBLE ARMADA**

A starship miniatures game of broadsides and boarding actions in the *Fading Suns* universe. Royal houses vie against rival fleets and pirates for supremacy. Command frigates, destroyers or dreadnoughts to carve a fiefdom from the stars! Let loose all guns against your enemies and loot their crippled ships. Suitable for beginner or advanced players. Includes 32 plastic starship miniatures, rulebook, game play counters for boarding parties, missiles etc, battle maps, interior deck plans, and ship display sheets. **$100.00**

Capital Ships 6 metal spaceships, being 1 Hawkwood Vladimir Cruiser, 2 Hawkwoood Griffin destroyers, 1 Decados Grigori Cruiser, 2 Decados Tupok'ta Destroyers. **$50.00**

Full Thrust

GZG **FULL THRUST 2nd Ed**

A beautiful production of tactical starship combat rules, on glossy paper filled with B&W photos of model spaceships and diagrams. The basic rules on their own will give a very simple, fast game with absolutely no complications, even when using big fleets. Once you are familiar with the basics, various parts or all of the Advanced rules can be added. No ships can fire into their aft quadrant (except against fighters) due to the distortion field caused by the ship's engines. This has a profound effect on tactics and manoeuvring. There is great satisfaction to be had by getting up behind a Dreadnought with your cruiser and letting it have all batteries straight up the Drive Tubes, and the *#@# can't shoot back! This ruling makes players think much harder about the relative position of their ships, requiring the use of escorts to cover these blind spots of the bigger ships. At the beginning of each turn players write down their movement for that turn, and both players then carry out the plotted movement - so you really need to try to outguess your opponent. Also includes complete ship construction and costings rules, background detail & expanded ship stats. **$25.00**

Full Thrust Fleet Book Volume 1: Warships of the Major Powers This volume covers major warship classes of the four main powers of the Third Solar War period, NAC, ESU, NSL and FSE. Has complete game stats for those Full Thrust miniatures - over 60 pregenerated designs including generic freighters and support ships. Also has new and updated rules, new weapons, revised ship design, and simplified vector movement system. **$30.00**

Full Thrust Space Ship Miniatures

Lead models by CMD, cast here in Melbourne by Eureka.

FT101	NAC Firestorm class Fighters (12)	$4.00
FT101A	NAC Firestorm II class Fighters (12)	$4.00
FT102	NAC Harrison class Scoutship (4)	$4.00
FT102A	NAC Harrison II class Scoutship (4)	$4.00
FT103	NAC Arapaho class Corvette/Lancer (3)	$5.95
FT104	NAC Miyazaki class Frigate (2)	$7.00
FT105	NAC Ticonderoga class Destroyer (2)	$7.50
FT106	NAC Hoshino class Light Cruiser (1)	$5.95
FT107	NAC Furious class Escort Carrier (1)	$7.50
FT108	NAC Vandenburg class Heavy Cruiser (1)	$10.00
FT109	NAC Majestic class Battlecruiser (1)	$12.00
FT110	NAC Victoria class Battleship (1)	$14.00
FT111	NAC Avalon class Battledreadnought (1)	$16.00
FT112	NAC Valley Forge class Superdreadnought (1)	$20.00
FT113	NAC Inflexible class Light Fleet Carrier (1)	$18.00
FT114	NAC Ark Royal class Fleet Super Carrier (1)	$20.00
FT121	NAC Phantom class Heavy Fighters (12)	$5.95
FT201	ESU Kilo class Fighters (12)	$4.00
FT201A	ESU Kilo II class Fighters (12)	$4.00
FT202	ESU Lenov class Scoutship (4)	$4.00
FT202A	ESU Lenov II class Scoutship (4)	$4.00
FT203	ESU Nanuchka class Corvette/Lancer (3)	$5.95
FT204	ESU Novgorod class Frigate (2)	$7.00
FT205	ESU Warsaw class Destroyer (2)	$7.50
FT205B	ESU Warsaw/M class Destroyer (2)	$7.50
FT206	ESU Tibet class Light Cruiser (1)	$5.95
FT207	ESU Beijing class Escort Carrier (1)	$7.50
FT208	ESU Gorshkov class Heavy Cruiser (1)	$10.00
FT209	ESU Manchuria class Battlecruiser (1)	$12.00
FT210	ESU Petrograd class Battleship (1)	$14.00
FT211	ESU Rostov class Battledreadnought (1)	$16.00
FT212	ESU Komarov class Superdreadnought (1)	$20.00
FT213	ESU Konstantine class Attack Carrier (1)	$20.00
FT214	ESU Tsiolkovsky Light Carrier (1)	$20.00
FT221	ESU Kisha class Heavy Fighters (12)	$5.95
FT302	Clarke class Survey Cruiser (1)	$16.00
FT305	Hamburg class Heavy Modular Star Freighter (1)	$12.00
FT308	Medium Freighter (1)	$10.00
FT401	Kra,vak Ra'san class Fighters (12)	$4.00
FT402	Kra'vak Lu'dak class Scoutship (4)	$4.00
FT403	Kra'vak Ka'tak class Corvette/Lancer (3)	$5.95
FT404	Kra'vak Da'tak class Frigate (2)	$7.00
FT405	Kra'vak Di'tok class Destroyer (2)	$8.00
FT406	Kra'vak Vo'bok class Light Cruiser (1)	$7.00
FT407	Kra'vak Si'tek class Escort Carrier (1)	$8.00
FT408	Kra'vak Va'dok class Heavy Cruiser (1)	$10.00
FT409	Kra'vak Ti'dak class Battlecruiser (1)	$12.00
FT410	Kra'vak Ko'vol class Battleship (1)	$14.00
FT411	Kra'vak Lo'vok class Battledreadnought (1)	$16.00
FT412	Kra'vak Yu'kas class Superdreadnought (1)	$20.00
FT413	Kra'vak Ko'san class Strike Carrier (1)	$20.00
FT421	Kra'vak Va'Sa class Heavy Fighters (12)	$5.95
FT501	NSL Alder class Fighters (12)	$4.00
FT502	NSL Falke class Scoutship (4)	$4.00
FT503	NSL Stroschen cllass Corvette/Lancer (3)	$5.95
FT504	NSL Ehrenhold class Frigate (2)	$7.00
FT505	NSL Waldburg class Destroyer (2)	$8.00
FT506	NSL Kronprinz class Light Cruiser (1)	$5.95
FT507	NSL Radetzky class Escort Carrier (1)	$8.00
FT508	NSL Markgraf class Heavy Cruiser (1)	$10.00
FT509	NSL Maximilian class Battlecruiser (1)	$12.00
FT510	NSL Von Burgund class Battleship (1)	$14.00
FT511	NSL Szent Istvan class Battledreadnought (1)	$16.00
FT512	NSL Von Tegetthoff class Superdreadnought (1)	$20.00
FT513	NSL Der Theuerdank Fighter Carrier (1)	$20.00
FT601	FSE Mirage IX class Fighters (12)	$4.00
FT602	FSE Mistral class Scoutships (4)	$4.00
FT603	FSE Athena class Corvettes (3)	$7.00
FT605	FSE San Miguel class Destroyers (2)	$8.00
FT606	FSE Suffren class Light Cruiser (1)	$7.00
FT607	FSE Milan class Escort Cruiser (1)	$8.00
FT608	FSE Jerez class Heavy Cruiser (1)	$10.00
FT609	FSE Ypres class Battlecruiser (1)	$12.00
FT610	FSE Roma class Battleship (1)	$14.00
FT611	FSE Bonaparte class Battledreadnought (1)	$16.00
FT612	FSE Foch class Superdreadnought (1)	$20.00
FT613	FSE Bologna class Light Carrier (1)	$20.00
FT614	FSE Jeanne D'Arc Fleet Carrier (1)	$20.00
FT621	FSE Camerone class Heavy Fighters	$5.95
FT701	Sa'Vasku Drone Fighters (12)	$4.00
FT702A	Sa'Vasku Scout Ships (4)	$4.00
FT702B	Sa'Vasku Scout Ships (4)	$4.00
FT703	Sa'Vasku BattleScouts (3)	$5.95
FT704	Sa'Vasku Attackers (2)	$7.00
FT705	Sa'Vasku Destroyers (2)	$8.00
FT706	Sa'Vasku Light Strike Ship (1)	$7.00
FT707A	Sa'Vasku Strike Ship (1)	$8.00
FT707B	Sa'Vasku Strke Ship (1)	$8.00
FT708	Sa'Vasku Drone Pod Ship (1)	$10.00
FT710	Sa'Vasku Heavy Battleship (1)	$14.00
FT712	Sa'Vasku Dreadnought (1)	$20.00
	Tiny X-Wing Fighters (24)	$16.00
	Tiny Tri-Wing Fighters (24)	$16.00
	Tiny Crescent Fighters (24)	$16.00
	Tiny Rhomboid Fighters (24)	$16.00

Full Thrust Fleet Packs

A balanced fleet suitable to begin gaming.

NAC Fleet Pack	$35.00
ESU Fleet Pack	$35.00
NSL Fleet Pack	$35.00
FSE Fleet Pack	$35.00
Kra'vak Fleet Pack	$35.00
Sa'Vasku Fleet Pack	$35.00

Mutant Chronicles

HEA WARZONE 2nd Ed MINIATURES RULES

A stunning brand new edition of Warzone, presented in a large box with an amazing 80 exaggerated 25mm multi-piece plastic miniatures, 40 from the Bauhau Mega-corporation, 40 from the Imperial Megacorporation, as they battle on Venus. Also a 48 page color background book, 64 page rulebook, 96 page full color army list book covering from the Megacorporations to the Dark Legion, three sheets of counters and templates. The rules are extensive but in reality the concepts are quite simple. Very impressive. **$114.00**

Venus: Bauhaus Forces of War For a thousand years the planet Venus has been violated by war. Venus is the domain of the Bauhaus Corporation and every day they struggle to maintain their hold on this richest world in the solar system. Covers many campaigns, comic strips, background, new rules for jungle and night fighting, new Bauhaus army list, new units, counters, templates **$33**

Mars: Capitol Forces of War Campaigns illustrated with maps and comic strips, detail background on Mars and Capitol, new rules for trenches and barbed wire, new Capitol army list, new units, new counters, templates. **$33.00**

BROTHERHOOD CATHEDRAL A full color card model of a Brotherhood Cathedral, two new miniatures, the Brotherhood Visionary and the Dark Legion Angel of Mercy; and a 32 page book with 10 scenarios. **$42.50**

BAUHAUS BUNKER Two impressive full color card models. A new miniature, the Bauhuas HMG-85/T with gunner, 32 page book with rules for fighting in and around buildings. **$42.50**

IMPERIAL BRIDGEHEAD An impressive full color card model of a huge steel-girder bridge. Also two new miniatures, Capitol Covert Ops and Imperial Ordnance Officer, 32 page book with rules. **$47.00**

CHRONICLES NEW ERA # 3 This issue includes a review for Empire Chronopia, Mars: Capitol Forces of War; making desert terrain, etc. **$8.00**

Mutant Chronicles Warzone Miniatures

All figures are around 35mm tall, with Citadel-style bases

Imperial

10501	Hurricane Walker	$47.00
10502	Trenchers (7)	$32.00
10514	Wolfbanes (7)	$32.00
10519	Blood Berets (7)	$32.00
10520	Mourning Wolves (7)	$32.00
10524	Wolfbairns (7)	$32.00
11501	Berserker Chieftain	$7.50
11502	Berserker Standard Bearer	$7.50
11503	Berserkers (2 figures)	$9.50
11504	Headhunter Chieftain	$7.50
11505	Headhunter Hero	$7.50
11506	Blood Berets (2 figures)	$9.50
11507	Blood Beret Captain	$7.50
11508	Blood Beret HMG Specialist	$7.50
11509	Blood Beret Sergeant	$7.50
11510	Headhunters (2 figures)	$9.50
11511	Pathfinders (2 figures)	$9.50
11512	Warhound Chieftain	$7.50
11513	Warhounds (2 figures)	$9.50
11514	Wolfbairn HMG Specialist	$7.50
11515	Wolfbairn Leader	$7.50
11516	Wolfbairns (2 figures)	$9.50
11517	Grey Ghost	$7.50
11518	Mourning Wolf Chieftain	$7.50
11519	Mourning Wolf Heroine	$7.50
11520	Mourning Wolves (2 figures)	$9.50
11521	Trencher Hero	$7.50
11522	Trenchers (2 figures)	$9.50
11523	Trencher Sergeant	$7.50
11524	Trencher Sniper	$7.50
11525	Trencher HMG Specialist	$7.50
11526	Wolfbane Commandos (2)	$9.50
11527	Wolfbane Commando HMG Specialist	$7.50
11528	Wolfbane Commando Shotgun Specialist	$7.50
11529	Wolfbane Commando Chieftain	$7.50
11530	Wolfbane Commando Hero	$9.50
11531	Ordnance Officer	$9.50

Mishima

10507	Ashigaru	$32.00
10507	Ashigaru	$32.00
10533	Bushido Samurai	$32.00
11301	Ashigaru (2 figures)	$9.50
11302	Ashigaru LMG Specialist	$7.50
11303	Demon Hunter	$7.50
11304	Bushido Dragonrider	$24.50
11305	Bushido Samurai	$9.50
11306	Bushido Samurai LFT Specialist	$7.50
11307	Bushido Samurai Leader	$7.50
11308	Bushido Samurai Hero	$9.50
11309	Moto Yakamochi (Tiger Dragon)	$13.00
11310	Amaterasu (High Priestess)	$11.50
11311	Hachiman Masadoko (Dragonrider)	$24.50

Bauhaus

10505	Venusian Rangers (7)	$32.00
10512	Etoiles Mortant (7)	$32.00
10516	Blitzers (7)	$32.00
10522	Hussars (7)	$32.00
10525	Mounted Hussars (3)	$38.00
10526	Vulkan Battlesuits (3)	$48.00
10530	Jungle Kommandos (7)	$32.00
10531	Jaegers (7)	$32.00
10532	Strike Skimmer (1)	$38.00
11601	Hussar HMG Specialist	$7.50
11602	Hussar Kapitan	$7.50
11603	Hussar Sergeant	$7.50
11604	Hussars (2 figures)	$9.50
11605	Mounted Hussar Kapitan	$19.00
11606	Blitzer Kapitan	$7.50
11607	Blitzer PLR Specialist	$7.50
11608	Blitzer Sergeant	$7.50
11609	Blitzers (2 figures)	$9.50
11610	Etoiles Mortant Grenadier Specialist	$7.50
11611	Etoiles Mortant LFT Specialist	$7.50
11612	Etoiles Mortant Heroine	$7.50
11613	Etoiles Mortant Sergeant	$7.50
11614	Etoiles Mortant Troopers (2 figures)	$9.50
11615	Ducal Militia (2)	$9.50
11616	Ducal Militia Sergeant	$7.50
11617	Ducal Militia HMG Specialist	$7.50
11618	Ducal Militia GL Specialis	$7.50
11619	Ducal Militia Medic Specialist	$7.50
11620	Ducal Militia HMG Team	$19.00
11621	Major Max Steiner	$13.00
11622	MajorValerie Duval	$13.00
11623	Haupt Kapitan Konrad von Juntz	$13.00
11624	Major Johan Emigholtz mounted	$24.50
11625	Mounted Hussar	$17.00
11626	Mounted Hussar Sergeant	$17.00
11627	Vulkan Battlesuit	$19.00
11628	Jungle Kommandos (2)	$9.50
11629	Jungle Kommando TRS Specialist	$7.50
11630	Jungle Kommando Sergeant	$7.50
11631	Jungle Kommando Kapitan	$7.50
11632	Jaegers (2)	$9.50
11633	Jaeger HMG Specialist	$7.50
11634	Jaeger Sergeant	$7.50
11635	Jaeger Kapitan	$7.50
11636	Vulkan Kapitan	$28.50

Brotherhood

10511	Troopers (7)	$32.00
11201	Redemption Assassin	$7.50
11202	Blessed Vestal Laura	$9.50
11203	Valkyries (2 figures)	$9.50
11204	Elite Trooper GL Specialist	$7.50
11205	Elite Trooper Grenadier Specialist	$7.50
11206	Trooper LMG Specialist	$7.50
11207	Mortificators (2 figures)	$7.50
11208	Trooper Sergeant	$7.50
11209	Troopers (2 figures)	$9.50
11210	Cardinal Dominic	$9.50
11211	Inquisitor	$7.50
11212	Keeper of the Art	$7.50
11213	Sacred Warriors (2 figures)	$9.50
11214	Sacred Warrior Sergeant	$7.50
11215	Pilgrims (2 figures)	$9.50
11216	Elite Trooper Sniper	$7.50
11217	Elite Trooper RL Specialist	$7.50
11218	Visionary	$9.50

Capitol

10503	Free Marines (7)	$32.00
10517	Light Infantry Troopers (7)	$32.00
10518	Heavy Infantry (7)	$32.00
10527	Purple Sharks (2)	$48.00
10528	Sea Lions (7)	$32.00
10529	Orca Battlesuits (3)	$48.00
10534	Light Infantry Mortar Position	$32.00
11401	Light Infantry Comms Specialist	$7.50
11402	Light Infantry GL Specialist	$7.50
11403	Light Infantry Medic Specialist	$7.50
11404	Light Infantry (2 figures)	$9.50
11405	Light Infantry Captain	$7.50
11406	Light Infantry LMG Specialist	$7.50
11407	Light Infantry Sergeant	$7.50
11408	Sunset Striker Flame-Thrower Specialist	$7.50
11409	Sunset Striker Sergeant	$7.50
11410	Sunset Strikers (2 figures)	$9.50
11411	Heavy Infantry RL Specialist	$7.50
11412	Heavy Infantry Medic Specialist	$7.50
11413	Heavy Infantry Comms Specialist	$7.50
11414	Heavy Infantry Sniper	$7.50
11415	Assault Marines (2 figures)	$11.50
11416	Assault Marine HMG Specialist	$9.50
11417	Assault Marine Grenadier Specialist	$9.50
11418	Assault Marine RL Specialist	$9.50
11419	Assault Marine Sergeant	$9.50
11420	Assault Marine Captain	$11.50
11421	Rangers (2 figures)	$9.50
11422	Ranger LMG Specialist	$7.50
11423	Ranger Grenadier Specialist	$7.50
11424	Ranger Sergeant	$7.50
11425	Ranger Captain	$7.50
11426	Ranger Sniper	$7.50
11427	Sunset Striker LMG Specialist	$7.50
11428	Sunset Striker Grenadier Specialist	$7.50
11429	Sunset Striker Captain	$7.50
11430	Martian Banshee	$9.50
11431	Martian Banshee Airborne	$9.50
11432	Martian Banshee Grenadier Specialist	$11.50
11433	Martian Banshee LFT Specialist	$11.50
11434	Martian Banshee Captain	$11.50
11435	Martian Banshee Sergeant	$11.50
11436	Sea Lion Grenadier Specialist	$7.50
11437	Sea Lion LFT Specialist	$7.50
11438	Sea Lion Communication Specialist	$7.50
11439	Great Grey	$15.00
11440	Heavy Infantry (2)	$9.50
11441	Heavy Infantry HMG Specialist	$7.50
11442	Heavy Infantry Sergeant	$7.50
11443	Heavy Infantry Captain	$7.50
11444	Purple Shark	$28.50
11445	Sea Lions (2)	$9.50
11446	Sea Lion LMG Specialist	$7.50
11447	Sea Lion Sergeant	$7.50
11448	Sea Lion Captain	$7.50
11449	Orca Battlesuit	$28.50
11450	Caovert Ops Specialist	$9.50

Cybertronic

10509	Shock Troops (7)	$32.00
10515	Chasseurs (7)	$32.00
11701	Chasseur Sergeant	$7.50
11702	Chasseur HMG Specialist	$7.50
11703	Chasseurs (2 figures)	$9.50
11704	Shock Trooper Hero	$7.50
11705	Shock Trooper Sergeant	$7.50
11706	Shock Troops (2 figures)	$9.50
11707	Cyril Dent	$7.50
11708	Shock Trooper LMG Specialist	$7.50
11709	Vince Diamond	$7.50
11710	Cybertronic Machinators (2)	$9.50

Dark Legion: Apostles

10504	Bio-Giant	$38.00
10513	Undead Legionnaires (7)	$32.00
10523	Ilian Templars (7)	$32.00
11104	Doomsday Proclaimer	$13.00
11105	Golgotha	$19.00
11108	Karak the Keeper	$17.00
11109	Undead Legionnaires (2 figures)	$9.50
11110	Metropolitan Prophet	$13.00
11111	Nepharite of Demnogonis	$15.00
11112	Nepharite of Ilian with HMG	$15.00
11113	Nepharite of Semai	$15.00
11116	Spawn of Demnogonis	$7.50
11117	Stahler & Stahler in Carcass Armor (2)	$17.00
11120	Valpurgis	$7.50
11124	Nepharite of Muawijhe	$15.00
11125	Nepharite of Ilian with Dimension Blade	$15.00

Dark Legion: the Cult

10508	Acolytes (7)	$32.00
11101	Acolytes (2 figures)	$9.50
11102	Acolytes HMG Specialist	$7.50
11106	Initiates (2 figures)	$9.50
11107	Initiate Flame-Thrower Specialist	$7.50
11115	Reaper of Souls	$7.50
11118	Supreme Necromagus	$7.50
11119	Technomancer	$7.50

Dark Legion: the Horde

10510	Pretorian Behemoth	$48.00
10521	Mercurian Maculator	$38.00
11103	Necromutant	$7.50
11114	Razide with Nazgaroth HMG	$11.50
11121	Pretorian Stalker	$13.00
11122	Immaculate Fury	$13.00
11123	Immaculate Fury HMG Specialist	$15.00

Hobby Products

Hobby Products Sci-Fi Range Grab Packs

We have masses of Hobby Products 30mm scale sci-fi figures to clear out, which we picked up in bulk. The figures are suitable for any sci-fi game system in 30mm, as long as you use your imagination a little. Stocks are strictly limited. Most Blister Packs have one figure, but some have four figures.

Hobby Products Science Fiction 30mm Blister Packs	No. of Blisters 1	5	10	25	50
Jetbikes & Small Hover Vehicles	$5	$19	$25	-	-
Human Adventurers & Civilians	$2	$8	$12	$23	$30
Battle Clones (Armored Clones)	$2	$6	$10	$19	$25
Cybertech (Armored Humans)	$2	$6	$10	$19	$25
Yoyodyne (Humans in Lt Armor)	$2	$6	$10	$19	$25
Sarday'Kin (Armored Humans)	$2	$6	$10	$19	$25
Phagon (Sci-Fi Goatmen)	$2	$6	$10	$19	$25

Sarday'Kin Phagon (Sci Fi Goatman)

Battle Clone Cybertech Yoyodyne

Necromunda

GAM NECROMUNDA

A whole new game system for the Warhammer 40,000 universe, this being a set of skirmish rules. It is set on the planet Necromunda, an inhospitable world of toxic pollutant wastes and burning clouds of acid. Its people live in huge sealed cities called hives - layer upon layer of ancient buildings, from the decayed and crumbling Underhive, through the manufacturing areas of the Hive City up to the Glittering spires inhabited by the wealthy nobility. In the nightmare Undercity players control gangs of fighters prepared to battle it out amongst a 3-D landscape of ruined buildings, gantries, and walkways. You'll soon learn how to arm and equip your gang efficiently, and how to exploit the ruins and other terrain to your best advantage. You can also expand your gangs beyond the models provided in the game. This big boxed set includes 24 miniatures (12 Orlocks and 12 Goliaths), 80 page rulebook, 88 page sourcebook, 8 paint modelling and painting guide, 2 plastic rangerulers, 30 plastic bulkheads, heaps of cardboard buildings and walkways, counters and templates, dice, 8 page easy-start booklet. **$99.00**

THE REDEEMER Warhammer Monthly's 18, 20, 22. The Redeemer comic strip fills all three of these Warhammer Monthlies, and is about Klovis of the noble House of Cawdor, and of his great work ridding Necromunda of deviation, filth and abomination. **$13.50**

NECROMUNDA MINIATURES

NECROMUNDA BOXED SETS – note special prices

CIT0044	HOUSE ORLOCK GANG	$22.00
CIT999644	HOUSE GOLIATH GANG	$20.00
CIT0054	RATSKIN RENEGADES (8)	$22.00
CIT978458	ORLOCKS (6 plastic figures with separate arms)	$16.00
CIT978410	GOLIATHS (6 plastic figures with separate arms)	$16.00

Silent Death

IRO **Silent Death: The Next Millennium Deluxe Edition.** A stunning new boxed set packed with plastic miniatures, missiles, and all manners of goodies. Silent Death the Next Generation is an exciting, quick-playing and easy-to-learn game of star fighter combat set against the backdrop of a disintergrating high-tech empire in the far future. This boxed set includes 168page Deluxe Rulebook, 32 page starcraft display book, 16 page introductory scenario book, 48 plastic ships (4 each of 12 designs), nine dice, dozens of numbered plastic missles, torpedoes and asteroids, and two 24" x 36" hex maps. This revised and updated set includes all the rules from the original edition and it's supplements, allowing for a wide diversity of weapon types, crew quality, and tactical situations. Exciting brand new features include ship building rules that allow you to design ships from scratch, tournament rules, & 24 updated ship designs. $80.00

Renegades: The Espan Rebellion A supplement chronicling the Espan Civil War from the first days after its failed coup to the climatic battle high above the Espan capital of Esperanza. $16.00

Silenth Death Forces: Universal Night Watch Through sharing resources, technologies, and intelligence, the Twelve created a brotherhood for the defense of Mankind. The Universal Night Watch was founded protect against the Night Brood, horrors from beyond Terran space. New weapons, technology, 12 scenarios. $22.50

Silent Death Hostile Takeover Pedro Martinez tried to free Espan from the stifling yoke of Kashmere, resulting in war. Has 4 new fighter wings, four new space fightes, 12 new scenarios. $19.00

Silent Death House: Sigurd Archdiocese The faithful of the Church of Odin believe that only they can stand against the Brood and their evil encroachment on human space. $22.50

Silent Death Kashmere Commonwealth Reveals the history of the greatest trading house in the galaxy. Seven new Kashmere house ships & two new pirate vessels, scenarios, and campaign. $22.50

Silent Death Rules of Warfare Scheduling tournaments, running leagues, and organising SD events, cut-out color counters and maps. $19.00

Silent Death Rules of Warfare II Official tournament guidelines, preconstructed fleets, counters, map, refits, etc. $19.00

Silent Death Fighter Tactics Manual Basic fighter maneuvres and advanced tactical theories. Tactics presented reflect the basic Silent Death rules. 3 scenarios, new prices, optional rules, six new fighters. $22.00

Sunrunners Everything there is to know about the last survivors fo Barat-Tuul, who after their world was taken over and infested by the Grubs, formed their survivors into tough mercenaries. $21.50

Yoka-Shan Warworlds The Warworlds have as many enemies as they do allies, so they invest heavily in research and development to try to keep an edge, so they have some cool stuff. $25.50

Q'raj Void Protectorate A series of colonies established by peoples from the Middle East of Old Earth. Has new starcraft, cool refits, new satellites, four new space platforms, 12 scenarios with maps, etc. $33.00

Space Rangers

ICE **SPACE RANGERS** $50.00

This is not a game, but a boxed set with 50 finely detailed exaggerated scale 25mm Space Marines, which were released by Grenadier UK a couple of years ago, but now brought out again by ICE. These figures make perfect Chaos Space Marines, or even alternate-armor normal Space Marines. There are ten squad leaders, 40 troopers, and there is one sprue with 3 super heavy weapons for each squad of five. Figures stand 31mm tall and all have jump packs and Citadel style slotta bases.

Star Blazers

VOY **STAR BLAZERS**

Tactical space combat rules based on the classic animated science fiction series staring Space Battleship Yamato. The rules include many simple cut-out ship counters, but a fine range of starship miniatures are available below. Now you can refight the Gamilon and White Comet Wars of 2199-2201 AD. Send for the Yamato with its massive Wave Motion Gun and try to crush the evil Gamilon ships and eventually their empire, before the White Comet Empire decides to destroy Earth. The game rules are simple enough to allow battles between fleets, and there are ship record sheets for all ship types at the back of the rules. $34.00

EDF Technical Manual 206 page sourcebook, being a data book that brings together the ships and weapons of all three space powers, EDF, Gamilon Empire and White Comet Empire. 490 illustrations, fleet organization, command structure, mission profiles for ships, etc. $48.00

Star Blazers Miniatures

VOY1001	EDFS Space Battleship Yamato (1)	$16.00
VOY1002	EDFS SBB Andromeda (1)	$16.00
VOY1003	EDFS Standard Battleship (1)	$14.50
VOY1004	EDFS Battlecruiser (1)	$9.50
VOY2001	GAM Tri-Deck Carrier (1)	$16.00
VOY2002	GAM Battle Carrier (1)	$16.00
VOY2003	GAM S-Type Battleship (1)	$16.00
VOY2004	GAN Desslok Command Ship 1 (1)	$12.95
VOY2005	GAM Destroyer (6)	$8.00
VOY2006	GAM Smite Ship (2)	$6.50
VOY3001	COM Magna Flame Ship Medaruus (1)	$18.95
VOY3002	COM Battleship (1)	$16.00
VOY3003	COM Twin Deck Carrier (1)	$16.00
VOY3004	COM Destroyer (3)	$9.50

Starsiege Rebellion

AoG **Starsiege Rebellion**

Based on the hit computer game. The year is 2829. The colonies are in rebellion. To quell this rebellion, the Emperor is forced to strip Earth of her defenses and send them to the colonies. Prometheus, humanities age old enemy, sees this as his opportunity to make the final strike against the humans. As the Terran Defense Force battles the rebels on Mars and the other colonies, Prometheus sends his Cybrid forces to Earth in an attempt to exterminate the human race. The game features fast, single die roll combat resolution, variable combat loads, 29 vehicles from three different factions, experienced troops have a distinct advantage, heaps of historical background. With 96 page color rules, 18 metal miniatures of 6 types, being 10 hercs and 8 tanks. 4 flocked hills, 29 vehicle data cards, sheet of die-cut counters, data sheets and charts. Special - $50.00

Starsiege Rebellion Miniatures

AOGSS201	Imperial Obsidian Tank (2)	$10.00
AOGSS203	Imperial Talon Herc (2 mecha)	$10.00
AOGSS204	Imperial Minotaur Herc (2 mecha)	$10.00
AOGSS219	Imperial Basilisk Herc (1 huge mecha)	$13.00
AOGSS210	Cybrid Seeker Herc (2)	$10.00
AOGSS212	Cybrid Shepherd Herc (1)	$10.00
AOGSS220	Cybrid Vindicator Tank (2)	$10.00

Star Trek Miniatures

Fine detail figures about 30mm high

LAS25600	Federation Away Team, including Worf (7)	$35.00

Trinity: BattleGround

WHT **TRINITY: BATTLEGROUND**

A new boxed miniatures wargame from White Wolf, based on the Trinity RPG. It covers the war between the Aberrants and the psions of the Seventh Legion on the deep-space colony of Khantze Lu Ge – the war to save humanity has begun! Fire rains down from the heavens as 22nd Century ships filled with Legionaries drop to the surface of Khantze Le Ge. These troopers have come to make a last-ditch stand on the outer frontiers of colonised space. Aberrants, hideously deformed super-humans from Earth's past, have begun to enslave the planet's population, but now the Seventh Legion has come to save them. With 20 superbly detailed exaggerated 25mm resin miniatures, 2 foam hills, heaps of light-card buildings, felt dice bag with dice, measuring sticks, tons of counters, pads of character sheets, cards with game info, introductory and full scale rules, etc. **special price –**

Price was $130.00 Now an amazing $40.00 !

VOR: The Maelstrom

FASA **VOR: THE MAELSTROM**

The Maelstrom is an unimaginable force that pulls entire worlds – including the near future Earth, into a warped dimension, where it slowly consumes them. The Neo-Soviet and Union power-blocks find themselves suddenly not only at war with each other, but suddenly beset by fierce and bizzare alien races which have also been sucked into the Maelstrom. This is a fast-paced new miniatures' game by FASA, with flexible game mechanics that allow both skirmish games and large-scale battles. You can use any miniatures with VOR. Includes profiles for the nine most important races. Has basic army lists. This starter box introduces players to the deadly setting and has everything needed to play. Also plastic templates, etc. 16 30mm scale miniatures are included: a 7cm tall Growler Bull, 3 Growler Horned Ones (4cm tall by 5.5cm wide), 3 Growler Pups, 9 Union Soldiers. Also 5 resin walls, each 17cm x 8.5cm.

For a short time only, we offer the complete game of VOR: The Maelstrom for $100.00, plus 7 blisters of VOR miniatures, for free! Only while stocks last. That's around $200 value. $100.00

Growler Force Book The awesome growlers, hulking beasts of pure aggression, creatures feared for their superior physical prowess and unequaled ability to survive in theMaelstrom. Details their life cycle, culture, breeds, colonies, homeworld, force list, new abilities. $27.00

Union Force Book The Union is the Earth's high-tech military force. Has race specific campaign rules, new equipment, characters, etc. $37.00

Neo-Soviet Force Book Has race specific campaign rules, new equipment, characters, etc, for the radiation scarred Neo-Soviet empire *March* $37.00

VOR Miniatures

FAS40101	Growler Razorback Onehorn	$16.00
FAS40201	Union Infantry with Pitbull Rifle (2)	$10.00
FAS40202	Union Infantry with Bulldog Rifle (1)	$7.00
FAS40207	Union Infantry with PitbullRifle (2)	$10.00
FAS40301	Zykhee Warrior Close Combat 1	$8.00
FAS40302	Zykhee Warrior Close Combat 2	$8.00
FAS40303	Zykhee Warrior Close Combat 3	$8.00
FAS40304	Zykhee Warrrior Ranged 1	$10.00
FAS40305	Zykhee Warrrior Ranged 2	$10.00
FAS40306	Zykhee Warrrior Ranged 3	$10.00
FAS40401	Neo-Soviet Rad Troopers w/rifle (2)	$10.00
FAS40402	Neo-Soviet Rad Troopers w/SMG (2)	$10.00
FAS40403	Neo-Soviet Officer	$7.00
FAS40404	Neo-Soviet Cyclops 1	$11.00
FAS40405	Neo-Soviet Cyclops 2	$11.00
FAS40406	Neo-Soviet Cyclops 3	$11.00

Warhammer 40,000

GAM **WARHAMMER 40,000 3rd Edition**

The all new, completely revised 3rd Edition Warhammer 40,000 is out now! The easiest way to explain the revisions, is that Warhammer 40,000 is no longer a skirmish (squad) level game, with 2,000 point Space Marine armies having only around 20 figures and a couple of vehicles. The new rules play a lot quicker and smoother, allowing much bigger armies. This is done by streamlining the game system in many ways: movement rates have been generalised; overwatch has been scrapped; each race instead has its own unique wargear list instead of cards; powerful characters are toned down considerably; your psyker can perform one psychic power in your turn if he can roll under his leadership (so psykers don't dominate the game anymore either – about time); vehicles are easier to destroy; points costs should be about half what they were before; army lists are completely different now. Other rules have also been streamlined, such as shooting, taking wounds, penetrating armor, saving throws, hand-to-hand combat, and units breaking. There are modifiers to break tests such as –4 if outnumbered 4 to 1. Units break a lot faster than before. And no more sustained fire dice, heavy weapons may fire from 1 to 3 times, depending on the weapon. The game comes with a 288 page rulebook, which includes army lists for Space Marines, Dark Eldar, Tyranid Hive Fleets, Eldar Craftworlds, Chaos Space Marines, Imperial Guard, Orks, Sisters of Battle, and Heroes of the Imperium. These army lists are complete, but don't have any special characters. Over the next couple of years, Games Workshop will re-release up to 32 Codex Army List books, which will include the special characters. The game includes a new plastic landspeeder, 10 space marines with separate arms, weapons, heads; 20 Dark Eldar with with separate arms, weapons, heads; 2 buildings, several palm trees, thick transparent plastic weapon templates, 288 page rulesbook. $119.95

Warhammer 40,000 3rd Ed Unlimited Edition Rulebook: The Rulebook out of the boxed set, with a softcover. $45.00.

Warhammer 40,000 Novels

First & Only In the Chaos-infested Sabbat system, Commissar Ibram Gaunt must lead his men through as much in-fighting amongst rival regiments as against the forces of Chaos. A magnificent epic saga of planetary conquest, grand ambition, treachery and honor. Such a great read I could not put it down! What is the secret Ibram discovers? $11.50

Into the Maelstrom An anthology of the very best Warhammer 40,000 short stories – a dozen all-action adventures storming, all guns blazing, all from the pages of Inferno Magazine. $11.50

Eye of Terror A young psyker of tremendous power is discovered, who is having disturbing visions of some new threat arising from within the Eye of Terror. A special nullship is sent into the Eye to see if the boy's visions are correct, and a terrible secret is discovered… $11.50

Bloodquest Graphic novel compiled from Warhammer Monthly comics. The epic saga of Leonatos and his exiled battle brothers as they embark on their galaxy-spanning search for the lost sword of Belarsius. $13.50

Titan Graphic novel compiled from Warhammer Monthly comics. Follows the story of an Imperial Titan and its crew. $13.50

Warhammer 40,000 Combat Books

Captain Leonatos Oh dear. GW have produced combat books like the *Lost World* books. Each page of the small booklet has a picture of the character making an attack, or taking a hit, plus a grid of options on how to attack/defend next. You need two books to play. $4.50

Kal Jerico (from Necromunda) Same as above. $4.50

Warhammer 40,000 3rd Edition Codex Books

Codex Assassins Actually, this is White Dwarf Magazine # 236, which includes for free the Codex Assassins. Gives rules and background for the four major types of Imperial Assassins, Eversor, Callidus, Vindicare and Culexus. Also photographs, painting guide, new mission, other ideas. $8.00

Codex Blood Angels Full army lists for the Blood Angels, with special rules governing their bloodthirsty Black Rage and Red Thirst, the Death Company, unique wargear, their dreadnoughts and vehicles, special characters, painting guides, and a new scenario. $11.00

Codex Chaos Space Marines Complete army lists, including chaos lords, daemon, greater daemons such as the Bloodthirster, Chaos Terminators, the new Obliterators, Plague Marines, daemon packs and beasts, Noise Marines, also Chaos Wargear, Gifts, characters. $18.00

Codex Dark Angels The stubborn warriors of the Dark Angel Marine Chapter are held in awe throughout the galaxy, but have a secret vendetta. Army list, painting guides, special characters, etc. $11.00

Codex Dark Eldar The cruel, twisted Dark Eldar are piratical raiders who strike without warning, killing or enslaving all who stand in their way. Has the complete Dark Eldar army list as well as a comprehensive list of all of their wargear, weapons, vehicles, special characters, 16 full color pages showing different painting schemes, and a new scenario. $18.00

Codex Eldar A full army list for the Eldar of the craftworlds, which are massive drifting starships that are home to the survivors of a race that once ruled the universe, including their war machines, Aspect Warriors, Exarchs, Warlork, Farseer, etc. Full color painting guide; special characters, wargear for troops, upgrades for vehicles, and background information. $18.00

Codex Imperial Guard The last line of defense against the alien hordes that threaten the Imperium. With full anny lists that cover all the weapons, vehicles and wargear; sixteen pages in full color as a painting guide; complete rules & background for special characters. $18.00

Codex Orks Those green skinned barbarians with a serious attitude problem, now tougher than before. With complete army lists including vehicles (they can even use one Space Marine vehicle!), 16 full color page hobby section, special characters, wargear, etc. $18.00

Codex Space Marines You must have this codex to use Space Marines, who are humanity's ultimate warriors, dedicated to the defence of the Emperor and the Imperium of Man. Has the complete Space Marine army list, as well as a comprehensive list of all Space Marine wargear, weapons, and vehicles. Also a few special characters, 16 full color pages showing painting schemes of different Chapters, & a new scenario. $18.00

Army Buider A computer assisted army list builder. You type in your units' details, and from there on , changing the army list is as simple as clicking on your mouse. Can be used with WF, 40K, WAB, Clan War, Warzone, etc. *IBM Requires: Pen 90, 8mbRAM, Windows '95, SVGA 800x600.* $65.00

Inquisitor Magazines 15, 16, 17 $7.50 each

Inquisitor Magazine 18 Includes Warhammer 40,000 3rd Ed playtest rules for Super Heavy Tanks and Titans, including stats, weapons and rules for those used by Imperial, Tyranid, Eldar, Ork and Chaos (covering all the resin kits previously produced by Armorcast. Also has Warhammer 40,000 2nd Edition Harlequin army list, including characters. $8.50

HOW TO MAKE WARGAMES TERRAIN Nothing looks better than a gaming table crammed with exciting scenery. This book shows you how to design and make terrain for wargames. Using simple techniques and readily available materials, you can produce all sorts of models from simple woods and hills to amazing fantasy castles and cratered battlegrounds of the far future. Highly recommended. For Warhamme Fantasy & 40K. $30.00

1999 Games Workshop Calendar Great GW art. $9.00

Warhammer 40,000 Miniatures

40K 3rd Ed Terrain & Accessories

Gothic Ruins Building 'A' The same as come in the game. $7.00

Gothic Ruins Building 'B' The same as come in the game. $7.00

Jungle Trees The same as come in the game. $7.00

Weapon Templates The same transparent, plastic templates that come in the game. $7.00

40K Boxed Armies

BLOOD ANGELS SPACE MARINE ARMY $280.00

2000 point army - 50 piece set including dreadnought, terminators, characters & lots of marines.

SPACE ORK ARMY $300.00

1000 point army - Ghazghkull, Makari, Runtherd, Shokk Attack Gun, Goff Boyz Mob, Snakebite Boarboyz Mob, Stormboyz Korps, Blood Axe Kommandos, Gretchin Mob, Splatta Kannon, Dreadnought, Snotling Herd.

CIT975457 IMPERIAL FISTS SUPREMACY FORCE $189.00

Squad of 5 Terminators, Tactical Squad of 10 Space Marines, 5 Space Marines on Bikes, Librarian, Chaplain and Captain.

CIT0507 CHAOS SPACE MARINE ARMY $230.00

NECRON RAIDERS

CIT978717	NECRON RAIDERS BOXED SET (7)	$36.00
CIT985647	NECRON SUPPORT WEAPON	$13.50
CIT985654	NECRON HERO/LEADER (1)	$11.00
CIT985678	NECRON RAIDERS (2)	$13.50
CIT985661	NECRON SCARABS (4)	$13.50
CIT981762	NECRON IMMORTAL (1)	$11.00

SPACE MARINE VEHICLES

CIT966578	SPACE MARINE LAND SPEEDER TYPHOON	$40.50
CIT968800	SPACE MARINE RAZORBACK TANK	$49.50
CIT972753	SPACE MARINE LANDSPEEDER New Plastic Kit	$36.00
CIT970865	SPACE MARINE LANDSPEEDER TORNOADO	$49.50
CIT991273	RAZORBACK (1)	$49.50
CIT999699	SPACE MARINE LAND SPEEDER (1) Old Version	$63.00
CIT999266	WHIRLWIND (1)	$50.00
CIT999934	SPACE MARINE DREADNOUGHT (1)	$63.50
CIT991259	PREDATOR NEW PLASTIC KIT (1)	$49.00
CIT991235	SPACE MARINE ANNIHILATOR (1)	$49.00
CIT983650	SPACE MARINE BIKE (1)	$16.00
CIT969333	RHINO PLASTIC KIT (1)	$36.00
CIT991242	SPACE MARINE BIKE SQUADRON (3)	$54.00
CIT980864	SPACE MARINE ATTACK BIKE (1)	$36.00
CIT972111	SPACE MARINE VINDICATOR PLASTIC KIT	$49.50

SPACE MARINE BOXED SETS

CIT974047	SPACE MARINE BATTLE FORCE SET	$110.00

Contains 1 ten man Space Marine Squad, a five man Terminator Squad, three Space Marine Bikes, a Land Speeder, & Gothic Ruins. All are plastic.

CIT973590	SPACE MARINE TACTICAL SQUAD (10)	$31.50
CIT972739	SPACE MARINE DEVASTATORS (5)	$40.00

The all new plastic bodied, metal weapon, Space Marine Devastators. Include Heavy Bolter, Plasma Gun, Missile Launcher, Lascannon and Sergeant.

CIT971640	SPACE MARINE ASSAULT SQUAD (5 plastic + jumppack)	$27.00
CIT972746	SPACE MARINE COMBAT SQUAD (5 plastic figures)	$16.00
CIT0170	IMPERIAL FIREBASE (BUILDING)	$36.00
CIT0171	IMPERIAL BASTION (BUILDING)	$36.00
CIT979233	IMPERIAL BATTLE BUNKER (Building)	$38.00
CIT983407	INDUSTRIAL BATTLEZONE (Buildings – huge!)	$63.00
CIT993222	SPACE MARINE CHAPLAIN ON BIKE	$22.50
CIT986736	SPACE MARINE SCOUTS (5)	$30.00
CIT985814	SPACE MARINE STRIKE FORCE	$285.00

Includes a 2,000 point strike force with 1 Tactical Squad, 1 Devastator Squad, 1 Terminator Squad, 1 Scout Squad, 1 Dreadnought, 1 Warriors of the Imperium boxed set, 1 Space Marine Captain, 1 Space Marine Librarian, Chaplain, Techmarine, booklet, and transfers and banners.

SPACE MARINE LEGION OF THE DAMNED

CIT976447	LEGION OF THE DAMNED SQUAD (10)	$49.50
CIT975440	LEGION OF THE DAMNED TROOPERS (2)	$13.50
CIT975433	LEGION OF THE DAMNED SERGEANT (1)	$11.00
CIT975426	LEGION OF THE DAMNED SPECIAL WEAPON (1)	$11.00
CIT975419	LEGION OF THE DAMNED HEAVY WEAPON (1)	$11.00

SPACE MARINES

CIT970438	SPACE MARINE DEVASTATOR W/HEAVY BOLTER	$11.00
CIT970445	SPACE MARINE DEVASTATOR W/LASCANNON	$11.00
CIT970452	SPACE MARINE DEVASTATOR W/PLASMA CANNON	$11.00
CIT988594	SPACE MARINE DEVASTATOR WITH MISSILE LNCHR	$11.00
CIT970278	SPACE MARINE WITH ASSAULT WEAPON	$11.00
CIT972715	SPACE MARINE VETERAN SERGEANT (1)	$11.00
CIT969029	SPACE MARINE SCOUT VET SERGEANT NAAMAN	$16.00
CIT972708	SPACE MARINE SCOUTS WITH BOLTERS (2) New	$12.50
CIT971039	SPACE MARINE SCOUTS WITH SHOT GUNS (2) New	$12.50
CIT971022	SPACE MARINE SCOUTS WITH SNIPER RIFLE (2)	$12.50
CIT967346	SPACE MARINE LIBRARIAN	$11.00
CIT999019	LEXICANIUM LIBRARIAN (1)	$11.00
CIT998661	CAPTAIN WITH TERMINATOR HONORS (1)	$11.00
CIT972715	SPACE MARINE VETERAN SERGEANT (1)	$11.00
CIT998999	SPACE MARINE APOTHECARY (1)	$11.00
CIT700837	CODICER LIBRARIAN (1)	$11.00
CIT998944	EPISTOLARY LIBRARIAN (1)	$11.00
CIT701018	SPACE MARINE CHAPLAIN (1)	$11.00
CIT701025	SPACE MARINE SPECIAL WEAPONS (1)	$11.00
CIT998791	TACTICAL SPACE MARINES (3)	$12.50
CIT998654	VETERAN CAPTAIN (1)	$11.00
CIT981304	SPACE MARINE SCOUT SERGEANT	$11.00
CIT981311	SPACE MARINE SCOUT WITH HEAVY BOLTER	$11.00
CIT981298	SPACE MARINE SCOUTS (3)	$13.50
CIT998968	TECHMARINE (1)	$11.00

SPACE MARINE TERMINATOR BOXED SET

CIT992881	SPACE MARINE PLASTIC TERMINATORS (5)	$40.00

TERMINATORS

CIT998777	TERMINATOR TROOPER (1)	$13.50
CIT998760	TERMINATOR WITH ASSAULT CANNON (1)	$13.50
CIT998753	TERMINATOR SERGEANT (1)	$13.50
CIT998746	TERMINATOR WITH HEAVY FLAMER (1)	$113.0
CIT998739	LIGHTNING CLAW TERMINATOR (1)	$13.50
CIT998722	TERMINATOR CHAPLAIN (1)	$13.50
CIT998715	TERMINATOR LIBRARIAN (1)	$13.50
CIT998708	CYCLONE TERMINATOR (1)	$16.00
CIT998692	THUNDERHAMMER TERMINATOR (1)	$13.50
CIT972272	TERMINATOR CAPTAIN (1)	$16.00

SPACE WOLVES BOXED SETS

CIT999972	SPACE WOLF DREADNOUGHT (1)	$63.00
CIT999866	LONG FANGS SQUAD (5)	$49.00

SPACE WOLVES

CIT999200	SPACE WOLF TRANSFERS	$12.50
CIT999163	SPACE WOLF SCOUT SERGEANT (1)	$11.00
CIT999156	SPACE WOLF BANNERS	$11.00
CIT999132	RAGNAR BLACKMANE (1)	$14.50
CIT999101	PRIEST ULRIK THE SLAYER (1)	$16.00
CIT999095	WOLF GUARD IN POWER ARMOR (1)	$11.00
CIT999088	NJAL STORMCALLER (1)	$16.00
CIT999064	IRON PRIEST (1)	$13.50
CIT993376	LONG FANGS (1)	$11.00
CIT999033	WOLF GUARD TERMINATOR (1)	$13.50
CIT998685	WOLF GUARD CYCLONE TERMINATOR (1)	$16.00

DARK ANGEL BOXED SETS

CIT969883	RAVENWING BIKE SQUADRON (3 bikes & riders)	$54.00
CIT999965	DARK ANGELS DREADNOUGHT (1)	$63.00
CIT969289	MASTER OF THE RAVENWING (Landspeeder)	$40.00

DARK ANGELS

CIT969272	DARK ANGEL MARINES (2)	$12.50
CIT998913	AZRAEL AND HELMET BEARER (2)	$22.50
CIT998906	ASMODAI DARK ANGEL CHAPLAIN (1)	$16.00
CIT998890	EZEKIEL DARK ANGEL LIBRARIAN (1)	$16.00
CIT998883	BETHOR DARK ANGEL STANDARD BEARER (1)	$16.00
CIT998623	DARK ANGEL CAPTAIN (1)	$11.00
CIT998678	DEATHWING CYCLONE TERMINATOR (1)	$16.00

BLOOD ANGEL BOXED SETS

CIT964611	BLOOD ANGELS FURIOSO DREADNOUGHT	$63.00
CIT971015	BLOOD ANGELS BAAL PREDATOR KIT	$49.50
CIT972128	BLOOD ANGELS DEATH COMPANY (5)	$31.50
CIT999989	BLOOD ANGEL DREADNOUGHT (1)	$63.50
CIT981991	BLOOD ANGEL HONOR GUARD (5 with Jump Packs)	$49.50

BLOOD ANGELS

CIT700035	BLOOD ANGEL TRANSFERS	$12.50
CIT999149	BLOOD ANGEL BANNERS	$12.50
CIT700943	APOTHECARY CORBULO (1)	$16.00
CIT998869	MEPHISTON LORD OF DEATH (1)	$16.00
CIT998852	COMMANDER DANTE (1)	$16.00
CIT998845	CAPTAIN TYCHO (1)	$16.00
CIT998630	BLOOD ANGELS CAPTAIN (1)	$11.00
CIT972098	DEATH COMPANY BLOOD ANGELS	$12.50
CIT972104	DEATH COMPANY CHAPLAIN (1)	$11.00
CIT971572	BLOOD ANGEL CHAPLAIN LEMARTES (1)	$16.00
CIT971589	BLOOD ANGEL DEATH COMPANY (2)	$12.50

ALL CHAPTERS MARINE BOXED SETS

CIT974498	SPACE MARINE COMMAND SQUAD (5)	$49.50

ULTRA MARINE BLISTERS

CIT999118	ULTRAMARINE BANNERS	$12.50
CIT998975	MARNEUS CALGAR (1)	$16.00
CIT700882	TIGURIUS (1)	$16.00
CIT999170	ULTRAMARINE TRANSFERS	$12.50
CIT998647	ULTRAMARINE CAPTAIN	$11.00
CIT999125	ULTRAMARINE CHARACTER BANNERS	$12.50

SISTERS OF BATTLE

CIT988488	IMMOLATOR TANK	$49.00
CIT993024	SISTERS OF BATTLE SQUAD (6)	$36.00
CIT987887	SISTERS OF SERAPHIM SQUAD (5)	$45.00
CIT987053	FRATERIS MILITIA (4)	$13.50
CIT987060	IMPERIAL PREACHER (1)	$11.00
CIT987077	URIAH JACOBUS (1)	$16.00
CIT987084	SERAPHIM SISTER SUPERIOR (1)	$11.00
CIT987091	SERAPHIM SISTER: FLAMERS (1)	$11.00
CIT987107	SERAPHIM BATTLE SISTER (1)	$11.00
CIT987114	BATTLE SISTER WITH MULTI-MELTA (1)	$11.00
CIT987121	BATTLE SISTER ICON BEARER (1)	$11.00
CIT987139	BATTLE SISTER WITH FLAMER (1)	$11.00
CIT987145	BATTLE SISTER SUPERIOR (1)	$11.00
CIT987152	BATTLE SISTERS (3)	$13.00
CIT987894	IMPERIAL MISSIONARY (1)	$11.00
CIT987900	KYRINOV - IMPERIAL CONFESSOR (1)	$16.00
CIT987924	SISTERS DECALS & BANNERS	$12.50
CIT987931	BATTLE SISTER CANONESS (1)	$11.00
CIT987948	BATTLE SISTER WITH MELTAGUN (1)	$11.00
CIT987955	BATTLE SISTER WITH HEAVY FLAMER (1)	$11.00
CIT987962	BATTLE SISTER WITH HEAVY BOLTER (1)	$11.00

CHAOS SPACE MARINE BOXED SETS

CIT968732	CHAOS SPACE MARINE SQUAD (5 plastic figures)	$16.00
CIT969067	CHAOS SPACE MARINE BIKE	$16.00
CIT969074	CHAOS DOOMRIDER (MARINE ON BIKE)	$22.50
CIT969845	CHAOS SPACE MARINE BIKE SQUAD (3)	$54.00
CIT969838	CHAOS SPACE MARINE PREDATOR	$49.50
CIT970292	CHAOS SPACE MARINE RHINO	$36.00
CIT983520	KHORNE BERSERKERS (12)	$31.50
CIT970902	CHAOS SPACE MARINE RAPTORS (5)	$49.50
CIT999958	CHAOS JUGGERNAUT OF KHORNE (1)	$36.00
CIT999774	CHAOS SPACE MARINE TERMINATORS (5)	$63.50
CIT999767	CHAOS DREADNOUGHT (1)	$63.00
CIT999750	CHAOS SPACE MARINE SQUAD (7)	$45.00
CIT999408	GREATER DEMON OF NURGLE (1)	$63.00
CIT0671	NURGLE PLAGUE MARINES (5)	$16.00
CIT0672	CHAOS KHORNE BERSERKERS (5)	$16.00
CIT986590	GREATER DAEMON OF TZEENTCH	$63.00
CIT978779	GREATER DAEMON OF KHORNE	$63.00
CIT971138	GREATER DAEMON OF SLAANESH	$63.00
CIT982738	FABIUS BILE & BODYGUARD (6)	$45.00

CHAOS SPACE MARINES

CIT970285	CHAOS SPACE MARINE LORD	$16.00
CIT970872	CYPHER (1)	$16.00
CIT970896	CHAOS SPACE MARINE RAPTOR (1)	$11.00
CIT970889	CHAOS SPACE MARINE RAPTOR w/ASSAULT WEAPON	$11.00
CIT982004	CHAOS SPACE MARINE OBLITERATOR (1)	$11.00
CIT998593	CHAOS SPACE MARINE CHAMPION (1)	$11.00
CIT703059	CHAOS SPACE MARINE WITH PLASMA GUN (1)	$9.00
CIT998579	CHAOS SPACE MARINES	$12.50
CIT998609	ABADDON THE DESPOILER (1)	$22.50
CIT703074	CHAOS PLAGUE MARINES (3)	$14.50
CIT998548	CHAOS PLAGUE MARINE W/SPECIAL WEAPON (1)	$11.00
CIT703104	CHAOS PLAGUE MARINE CHAMPION (1)	$9.00
CIT703111	CHAOS SPACE MARINE TERMINATOR (1)	$13.50
CIT998517	CHAOS TERMINATOR WITH REAPER AUTOCANNON	$13.50
CIT998500	CHAOS TERMINATOR WITH HEAVY FLAMER (1)	$13.50
CIT998463	CHAOS TERMINATOR CHAMPION	$13.50
CIT998494	CHAOS SPACE MARINE WITH HEAVY WEAPON (1)	$11.00
CIT998487	CHAOS SPACE MARINE SORCERER (1)	$13.50
CIT998470	KHARN THE BETRAYER (1)	$16.00
CIT998456	AHRIMAN CHAOS SPACE MARINE SORCERER (1)	$16.00
CIT998432	CHAOS KHORNE BERSERKER CHAMPIONS (1)	$11.00
CIT703234	CHAOS MARINE KHORNE ICON (1)	$9.00
CIT995233	CHAOS NURGLINGS (9)	$11.00
CIT995370	BLOODLETTERS (2)	$13.50
CIT703258	CHAOS PLAGUE MARINE ICON (1)	$11.00
CIT998395	NOISE MARINE WITH SONIC BLASTER (1)	$11.00
CIT998388	NOISE MARINE WITH BLASTMASTER (1)	$11.00
CIT998371	NOISE MARINE WITH DOOM SIREN (1)	$11.00
CIT703319	CHAOS MARINE WITH KHORNE ICON (1)	$11.00
CIT136303	CHAOS TRANSFERS NEW	$11.00
CIT998401	CHAOS SPACE MARINE VETERANS	$16.00

SPACE ORK BOXED SETS

CIT968848	SPACE ORK STICKBOMMERZ (12)	$31.50
CIT966790	SPACE ORK 'ARD BOYZ (8 armored orks)	$36.00
CIT969050	SPACE ORK DREADNOUGHT	$63.00
CIT966806	SPACE ORK BATTLE FORCE	$112.00

Has 16 Ork Boyz, 5 Ork Warbikes, 1 Warbuggy. 1 Wartrukk, Battlefield Accessories.

CIT969081	SPACE ORK STORMBOYZ (8) WITH JETPACKS	$31.50
CIT969043	SPACE ORK NOBZ (5 metal figures)	$49.50
CIT969098	SPACE ORK BOYZ (16 new plastic figures)	$31.50
CIT0436	ORK STORMBOYZ (5)	$43.50
CIT0801	ORK WARBIKE (1)	$16.00
CIT0735	ORK WAR BUGGY (1)	$30.00
CIT977567	ORK SCORCHER (1)	$36.00
CIT984220	ORK WAR TRUKK WITH TWO CREW	$31.50
CIT984282	ORK WARTRAK WITH TWO CREW	$31.50
CIT976584	ORK FORTRESS	$36.00

Space Ork Vehicles from Gorkamorka – at very cheap prices!

CIT978205	REBEL GROT CUTTA	$16.00
CIT978281	REBEL GROT BIG LUGGA	$25.00
CIT978953	DIGGA TRUKK	$20.00
CIT980499	HARPOON TRUKK	$20.00
CIT980550	SPEARGUN TRUKK	$20.00
CIT980963	ORK BIKER	$11.00

GUBBINZ Issue # 1 A magazine dedicated to Gorkamorka. 96 pages of articles from White Dwarf, Journal and new articles too. Includes rules that let you use Necromunda gangs in Gorkamorka, new gubbinz for vehicles, etc… $7.00

SPACE ORKS

CIT968817	ORK KILLA KAN (1)	$27.00
CIT966783	ORK NOBZ (1)	$11.00
CIT966776	ORK NOBZ IN 'EAVY ARMOR (1)	$13.50
CIT966769	ORK BOYZ WIV 'EAVY WEAPONS (2)	$13.50
CIT968794	ORK IN MEGA ARMOR (1)	$13.50
CIT968824	ORK BURNA BOYZ (2)	$12.50
CIT969036	ORK WARBOSS (HUGE!)	$22.50
CIT708024	SNAKE BITE ORK NOBZ	$13.50
CIT708130	SPACE ORK BANNERS	$11.00
CIT998357	SPACE ORK TRANSFERS	$12.50
CIT986712	NAZDREG BAD MOON WALORD	$15.00
CIT997241	WARLORD GHAZGHKULL TRAKA (1)	$22.50
CIT998074	SPACE ORK WARPHEAD (2)	$13.50
CIT998081	ORK DEATHSKULL LOOTERS (1)	$11.00
CIT998111	ORK SNAKEBITE BOAR BOYZ (1)	$11.00
CIT998128	SPACE ORK SMASHA GUN (1)	$23.95
CIT998135	ORK TRAKTOR CANNON	$24.50
CIT998142	ORK STORMBOYZ (1)	$11.00
CIT998159	ORK PULSA ROKKIT	$24.50
CIT998166	SPACE ORK KOMMANDOS (2)	$12.50
CIT998173	ZODGROD WORTSNAGGA (1)	$16.00
CIT998180	SPACE ORK SPLATTER KANNON (1)	$23.95
CIT998197	SNAKEBITE BOAR BOYZ NOBZ (1)	$13.50
CIT998203	SNAKEBITE NOBZ	$11.00
CIT998210	SNAKEBITE ORK BOYZ	$13.50
CIT998227	GOFF NOBZ (1)	$11.00
CIT998234	GOFF SKARBOYZ	$12.50
CIT998258	SQUIG CATAPULT (1)	$23.95
CIT998265	ORK SHOKK ATTACK GUN	$24.50
CIT998272	ORK FREEBOOTERZ	$12.50
CIT998289	SPACE ORK WARBOSS (1)	$13.50
CIT998319	SPACE ORK MEKBOYZ (2)	$13.50
CIT998326	SPACE ORK BOYZ (2)	$13.50

DARK ELDAR

	DARK ELDAR BATTLE FORCE SET	$110.00

All plastic components include 20 Dark Eldar Warriors, 5 Reaper Jetbikes, the magnificent Raider Skimmer vehicle, Jungle Trees.

CIT969456	DARK ELDAR RAVAGER	$40.00
CIT972760	DARK ELDAR WITH SPLINTER CANNON (2)	$13.50
CIT969296	DARK ELDAR KRUELLAGH THE VILE	$16.00
CIT969869	DARK ELDAR FEMALE LORD	$11.00
CIT969852	DRAZHAR MASTER OF THE BLADES	$16.00
CIT553833	DARK ELDAR MANDRAKES (3)	$13.50
CIT972081	DARK ELDAR RAIDER PLASTIC KIT	$36.00
CIT972029	DARK ELDAR JETBIKE SQUADRON (3)	$54.00
CIT971558	DARK ELDAR REAVER JETBIKE	$16.00
CIT972791	DARK ELDAR WARRIORS (16 plastic figures)	$31.50
CIT971923	URIEN RAKARTH, MASTER HAEMONCULUS (1)	$16.00
CIT974481	DARK ELDAR WYCHES (5)	$27.00
CIT972784	DARK ELDAR SYBARITE (1)	$11.00
CIT972777	DARK ELDAR HAEMONCULUS (1)	$11.00
CIT971930	DARK ELDAR INCUBI (2)	$12.50
CIT971268	DARK ELDAR INCUBI WITH ASSAULT WEAPON (1)	$11.00
CIT971947	DARK ELDAR LORD (1)	$11.00
CIT971954	DARK ELDAR WARPBEASTS (2)	$12.50
CIT971961	DARK ELD BEASTMASTER (1)	$11.95
CIT971480	DARK ELDAR TALOS SKIMMER	$36.00
CIT971497	DARK ELDAR SCOURGES (5)	$45.00
CIT971473	DARK ELDAR WARRIORS WITH SHTREDDERS	$16.00
CIT971466	DARK ELDAR WARRIORS WITH DARK LANCES	$16.00
CIT971459	DARK ELDAR WARRIORS WITH BLASTERS	$12.50
CIT971442	DARK ELDAR WYCHES (3)	$13.50
CIT971435	DARK ELDAR SUCCUBI (1)	$9.00
CIT971428	DARK ELDAR WYCHES WITH WYCH WEAPONS (1)	$9.00
CIT971411	DARK ELDAR WYCHES WITH ASSAULT WPNS (1)	$9.00
CIT981779	DARK ELDAR GROTESQUES (3)	$13.50
CIT981786	DARK ELDAR SCOURGES WITH SPLINTER RIFLES (2)	$11.00
CIT970391	DARK ELDAR SCOURGE WITH DARK LANCE (1)	$11.00
CIT970407	DARK ELDAR SCOURGE WITH SPLINTER CANNON (1)	$11.00

ELDAR BOXED SETS

CIT966561	ELDAR SHINING SPEARS EXARCH	$20.50
CIT966820	ELDAR SHINING SPEARS (3 jetbikes)	$54.00
CIT966837	ELDAR BATTLE FORCE	$112.50

20 Guardians, 3 Jetbikes, 1 Falcon Grav Tank, 1 Vyper Jetbike, Jungle Trees.

CIT968879	ELDAR GUARDIANS BATTLE SQUAD (16 new plastic)	$31.50
CIT999729	ELDAR AVATAR (1)	$36.00
CIT999729	ELDAR WAR WALKER (1)	$36.00
CIT991204	ELDAR SHRIEKER JETBIKE (1)	$21.00
CIT983711	ELDAR JETBIKES (1)	$16.00
CIT006625	ELDAR VYPER JETBIKE (1)	$36.00
CIT979707	ELDAR FALCON GRAV TANK PLASTIC KIT	$52.00
CIT978342	ELDAR FIRE PRISM GRAV TANK PLASTIC KIT	$63.00

ELDAR

CIT968855	ELDAR GENERIC FAREER (1)	$13.50
CIT969302	ELDAR WARWALKER (1)	$36.00
CIT969449	ELDAR WRAITHLORD	$36.00
CIT968862	ELDAR HOWLING BANSHEES (2)	$12.50
CIT984824	ELDAR LASCANNON ANTI GRAV PLATFORM	$22.50
CIT984831	ELDAR SCATTERLASER ANTIGRAV PLATFORM	$22.50
CIT006168	ELDAR RUNES/TRANSFERS	$11.00
CIT997909	ELDAR DARK REAPER ASPECT WARRIOR (1)	$11.00
CIT104021	FIRE DRAGON EXARCH (1)	$11.00
CIT715039	ASURMAN (1)	$16.00
CIT998012	MAUGAN RA (1)	$16.00
CIT998005	JAIN ZAR STORM OF SILENCE (1)	$16.00
CIT997992	BAHARROTH CRY OF THE WIND (1)	$16.00
CIT997923	ELDAR FIRE DRAGONS (3)	$13.50
CIT997893	WARP SPIDER EXARCH (1)	$11.00
CIT715732	HOWLING BANSHEE EXARCH (1)	$11.00
CIT997879	STRIKING SCORPION EXARCH (1)	$11.00
CIT997824	ELDAR GUARDIANS (3)	$13.50
CIT974740	ELDAR WARLOCKS (1)	$11.00
CIT987238	ELDAR VYPER JETBIKE XL T-SHIRT	$34.00
CIT997794	ELDAR WARP SPIDER WARRIOR (1)	$11.00
CIT997831	DARK REAPER EXARCH (1)	$11.00
CIT997855	DIRE AVENGER EXARCH (1)	$11.00
CIT997862	SWOOPING HAWK EXARCH (1)	$11.00
CIT997916	ELDAR RANGERS (3)	$13.50
CIT997930	ELDAR DIRE AVENGERS (3)	$13.50
CIT997954	ELDAR STRIKING SCORPIONS (3)	$13.50
CIT997978	ELDAR HARLEQUINS (3)	$13.50
CIT997985	ELDAR WRAITHGUARD (1)	$12.50
CIT998036	FUEGAN THE BURNING LANCE (1)	$16.00
CIT998043	KARANDROS (1)	$16.00
CIT998050	ELDRAD ULTHRAN: FARSEER (1)	$16.00

IMPERIAL GUARD BOXED SETS

CIT966516	COLONEL SCHAEFFER's LAST CHANCERS (12)	$45.00
CIT966523	LEMAN RUSS EXTERMINATOR TANK (1)	$49.50
CIT966530	CATACHAN JUNGLE FIGHTERS SQUAD (20)	$31.50
CIT991198	LEMAN RUSS DEMOLISHER (1)	$63.00
CIT991181	IMPERIAL GRIFFON PLASTIC KIT (1)	$49.50
CIT0453	HELLHOUND TANK (1)	$63.00
CIT974962	IMPERIAL CHIMERA PLASTIC KIT (1)	$49.50
CIT973309	BASILISK (1)	$49.50
CIT0785	LEMAN RUSS PLASTIC TANK (1)	$49.50
CIT999835	CATACHAN JUNGLE FIGHTERS (10)	$45.00
CIT999798	TALLARN DESERT RAIDERS (10)	$45.00
CIT983254	IMPERIAL GUARD COMMAND TOWER	$36.00
CIT976652	IMPERIAL GUARD SENTINEL	$31.50

IMPERIAL GUARD

CIT965731	IMPERIAL GUARD TANK CREWS	$13.50
CIT965724	LORD SOLAR MACHARIUS	$16.00
CIT985461	PRAETORIAN COMMAND (3)	$13.50
CIT976485	PRAETORIAN TROOPERS (3)	$13.50
CIT985500	PRAETORIAN LASCANNON & CREW	$16.00
CIT985470	PRAETORIAN MORTAR & CREW	$16.00
CIT985487	PRAETORIAN AUTOCANNON & CREW	$16.00
CIT985492	PRAETORIAN SPECIAL WEAPONS (2)	$11.50
CIT985494	PRAETORIAN HEAVY BOLTER & CREW	$16.00
CIT997749	ATTILAN LIEUTENANT (1)	$11.00
CIT997732	ATTILAN ROUGHRIDER STANDARD (1)	$11.00
CIT983087	CADIAN LASCANNON	$16.00
CIT997756	CADIAN LIEUTENANT (1)	$11.00
CIT983070	CADIAN MORTAR (1)	$16.00
CIT997725	CADIAN SHOCK TROOPS (3)	$13.50
CIT997756	CADIAN SHOCK TROOPS LIEUTENANT	$11.00
CIT990573	CADIAN SPECIAL WEAPON (2)	$10.95
CIT997527	CADIAN WITH MISSILE LAUNCHER (1)	$16.00
CIT997534	CADIAN WITH AUTOCANNON (1)	$16.00
CIT997541	CADIAN WITH HEAVY BOLTER (1)	$16.00
CIT997404	CADIAN SERGEANT	$13.50
CIT991709	CADIAN COMLINK	$12.00
CIT983094	CATACHAN AUTOCANNON (1)	$16.00
CIT990580	CATACHAN ASSAULT WEAPON	$11.50
CIT997619	CATACHAN CAPTAIN (1)	$13.50
CIT997619	CATACHAN JUNGLE FIGHTER CAPTAIN (1)	$13.50
CIT991792	CATACHAN JUNGLE FIGHTERS (3)	$13.50
CIT997763	CATACHAN LIEUTENANT (1)	$11.00
CIT997572	CATACHAN MISSILE LAUNCHER (1)	$16.00
CIT983100	CATACHAN MORTAR	$16.00
CIT991716	CATACHAN SPECIAL WEAPONS (1)	$12.00
CIT997558	CATACHAN LASCANNON	$15.00
CIT722129	DESERT RAIDERS LIEUTENANT (1)	$9.00
CIT997688	MORDIAN IRON GUARD	$13.50
CIT983032	MORDIAN IRON GUARD AUTOCANNON	$16.00
CIT997695	MORDIAN GUARD LIEUTENANT (1)	$11.00
CIT997466	MORDIAN IRON GUARD MORTAR	$16.00
CIT997473	MORDIAN IRON GUARD HEAVY BOLTER	$16.00
CIT997480	MORDIAN IRON GUARD LASCANNON	$16.00
CIT722402	MORDIAN SPECIAL WEAPONS	$11.00
CIT983049	MORDIAN IRON GUARD MISSILE LAUNCHER	$16.00
CIT991785	TALLARN DESERT RAIDERS (3)	$13.50
CIT983026	TALLARN LASCANNON	$16.00
CIT997442	TALLARN MISSLE LAUNCHER	$16.00
CIT997459	TALLARN AUTOCANNON	$16.00
CIT975570	TALLARN HEAVY BOLTLER	$16.00
CIT991679	TALLARN SPECIAL WEAPONS	$12.00
CIT983018	TALLARN MORTAR	$16.00
CIT983063	VALHALLAN AUTOCANNON	$16.00
CIT997633	VALHALLAN CAPTAIN CHENKOV (1)	$16.00
CIT991808	VALHALLAN ICE WARRIORS (3)	$13.50
CIT997503	VALHALLAN HEAVY BOLTER (1)	$16.00
CIT997497	VALHALLAN LASCANNON	$16.00
CIT105039	VALHALLAN LIEUTENANT	$11.00
CIT983056	VALHALLAN MISSILE LAUNCHER	$16.00
CIT997510	VALHALLAN MORTAR	$16.00
CIT990566	VALHALLAN SPECIAL WEAPONS (2)	$11.00
CIT991693	VALHALLAN SPECIAL WEAPON & COMLINK	$11.00
CIT997701	VALHALLAN SERGEANT (1)	$11.00
CIT997503	VALHALLAN HEAVY BOLTER	$15.00
CIT997626	CAPTAIN AL'RAHEM (1)	$16.00
CIT997602	PRIMARIS PSYKER (1)	$11.00
CIT997596	IMPERIAL GUARD COMMISSAR (1)	$11.00
CIT722459	COMM-LINK OPERATOR & SP WEAPON (2)	$14.50
CIT997343	ROUGHRIDER (1)	$11.00
CIT997749	ROUGHRIDER LIEUTENANT	$11.00
CIT997350	IMPERIAL OGRYNS (1)	$22.50
CIT997671	RATLING SNIPERS (5)	$18.00
CIT997787	COMMISSAR YARRICK(1)	$14.50
CITARMT	IMPERIAL GUARD ARMOR TRANSFERS	$11.00
CIT722167	IMPERIAL GUARD DECALS	$11.00

IMPERIAL AGENTS - ASSASSINS

CIT997336	VINDICARE ASSASSIN (1)	$16.00
CIT997312	EVERSOR ASSASSIN (1)	$16.00
CIT997329	CALLIDUS ASSASSIN (1)	$16.00
CIT979325	CULEXUS ASSASSIN (1)	$16.00

TYRANID BOXED SETS

CIT999679	CARNIFEX (1)	$54.00
CIT999682	TYRANID HIVE TYRANT (1)	$54.00
CIT999675	TYRANID LICTOR (1)	$36.00
CIT0675	TYRANID TERMAGEANTS (6)	$16.00
CIT0676	PURESTRAIN GENESTEALERS (6)	$15.00

TYRANIDS

CIT726691	TERMAGEANTS WITH FLESHBORER	$13.50
CIT997299	TERMAGEANTS WITH SPIKE RIFLE	$13.50
CIT997282	GARGOYLES (1)	$11.00
CIT997275	TERMAGEANT WITH WEB STRANGLER	$13.50
CIT997268	BIOVORE (1)	$22.50
CIT997251	HORMAGAUNTS (2)	$13.50
CIT997244	TYRANID WITH SPINEFIST (1)	$22.50
CIT997237	TYRANID WITH DEVOURER (1)	$22.50
CIT997220	TYRANID WITH LASH WHIP (1)	$22.50
CIT997213	TYRANID WITH VENOM CANNON (1)	$22.50
CIT997206	TYRANID WITH BARBED STRANGLER (1)	$22.50
CIT993260	TYRANID RIPPER SWARM	$16.00
CIT997183	TYRANID ZOANTHROPE (1)	$22.50

Paint & Accessories

DICE

KOP **Mini Pearlised Dice Set (7)** Very cute mini pearlised dice, about half the size of our normal dice. Each Tube contains D4, D6, D8, D10, D12, D20 and D00s. The colors are Charcoal, Emerald, Grey, Navy, Purple or Red. *(If you buy one of each color, $30.00)* $5.95

❖ **14mm D6 Dice** Available in two colors, Black or Red with spots. Have rounded edges. $0.30 each

❖ **Poly Dice** Plain, one color opaque dice: D4, D6, D8, D10, D12 & D20 sided configurations - in several colors. (black, red, blue, yellow, green, orange). You may state a preference, but we will supply at random if color not available. $0.75

❖ **Gem Dice** Transparent, one color dice: D4, D6, D8, D10, D12, D20 - in several colors. You may state a preference, but we will supply at random if color not available. $1.00

❖ **Sparkle Dice** Clear gem dice with some coloured sprinkles inside. D4, D6, D8, D10, D12, D20 - available in several colors. You may state a preference, but we will supply at random if color not available. $1.25

❖ **Pearl Dice** Opaque dice with a marbelized finish. D4, D6, D8, D10, D12, D20 - available in several colors. You may state a preference, but we will supply at random if color not available. $1.25

❖ **Star Dice 25mm 6 sided** Big 25mm 6 sided dice with stars instead of dots or numbers. Colors are red, black, and white dice. $3.00

❖ **30 Sided Opaque Dice** 30 sided opaque dice, in assorted colors. $5.00

❖ **100 Sided Dice** The perfect percentile dice, this dice has 100 faces - though you'll have to wait half an hour for it to stop rolling. $13.00

❖ **Dragon 6 Sided Dice** 6 sided dice with a dragon instead of a '1'. $2.00

❖ **Skull 6 Sided Dice** 6 sided dice with a skull instead of a '1'. $2.00

❖ **Skunk 6 Sided Dice** 6 sided dice with a loveable skunk. $2.00

❖ **Unicorn 6 Sided Dice** 6 sided dice with a unicorn instead of a '1'. $2.00

❖ **Opaque Round Dice 6 Sided** What? How can you have a round dice? Well, each dice is perfectly round, and has spots from 1 to 6. And inside the dice is a small metal ball that falls into slots beneath the numbers. So although the dice rolls for a while, it always comes up with one number. Cute! In several colors. $2.75

❖ **Neon Round Dice 6 Sided** Another round dice the same as above, except this one also glows in the dark. $2.75

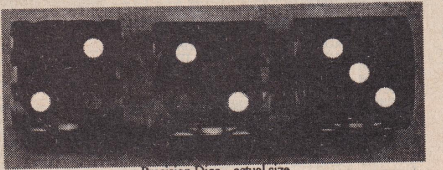
❖ **Middle Earth Burning Eye Dice** Red or Smoke. $2.00 each

Elemental Dice These are stunning speckled dice that represent each of the four elements. The four types are *Air Elementals, Sea Elementals, Fire Elementals, Earth Elementals*. Each set contains 7 dice, a D4, D6, D8, D10, D12, D20 and DTens10s (10 sides showing 10, 20, 30 etc.) $11.00 each

Speckled Dice These are stunning speckled dice like the *Elemental Dice*. The colors are: Cobalt, Volcanic, Barracuda, Hurricane, Ninja, Loot, Getaway, Explosion, Terra, Uranus, Mercury, Pluto, Mars, Venus, Stars, Aurora, Biopsy, Greys, Majestic 12, Primula, Lathyrus, Veronica, Trifolium, Adonis, Lotus, Golden Jungle, Golden Earth, Stealth, Golden Water, Golden Cobalt, Recon, Urban, Section 8, Golden Fire, Napalm, Golden

Strawberry, Arctic. All with 7 dice: D4, D6, D8, D10, D12, D20, DTens10s. **$12.00 each**

Precision Tournament Dice I don't know about you, but the dice I use in my games of DBM, especially during DBM tournaments, of which I play in around four a year, drive me absolutely batty. So here we offer Precision Backgammon Dice, which are "perfectly balanced" dice that require an extensive and expensive process to make. The result is dice that will give consistantly balanced results. **$10.00 per dice (1)**



Precision Dice – actual size

Dice Bags

Small Felt Pouch Colors are Dark Blue, Orange, Tan, Cranberry. If we don't have the color you specify, another will be supplied at random. **$3.00**

Large Felt Pouch Colors are White, Green, Lt Blue, Lt Tan. If we don't have the color you specify, another will be supplied at random. **$5.95**

Wargames Accessories

ARM **Hex Pad**
Pad of 50 pages, each with half inch hexes on one side & quater inch hexes on the other. **$3.00**

Miniatures Accessories

FJS31-560 **Sawframe with Fine Blade**
A top quality sawframe witha fine blade, perfect for making fine cuts on metal or plastic miniatures. Sawframe is 130 x 80mm in size. **$22.50** Blades **$5.00** per pack

ARM17018BL **Grip Art Knife with Black Handle**
A heavy duty modelling knife with a long black rubbery handle to aid your grip. This is top quality. **$5.95**

NFD254 **MagEyes Hands Free Magnifier**
A hands-free magnifer that 'clicks' onto your forehead. Comes with two different lenses, x 1.6 and x 2.0. **$55.00**

WEL **Magtags - Adhesive Magnets (100 x 4cm x 2cm)**
Having trouble trying to carry your miniatures around without them bouncing around? Well, here's the best answer possible. Each sheet of MagTags has 100 sticky, flat magnets, which you can peel off and stick underneath your miniatures, whether an element of figures used in DMB and the like, or a single fantasy or sci-fi figure. If the 4cm x 2cm size is not what you need, it cuts easily with a Stanley knife or even a razor blade. Then buy yourself a metal tool box and just place the figures mounted on MagTags in the box, and they stick! (Note, large, heavy figures like metal mechs or monsters which have a small base diameter would not suit this method.) A figure like a Citadel mounted figure may require one and a half magnets. **$8.00**

JED **Thick Figure-Basing Cardboard** We have perfect cardboard for basing your figures on, especially for DBM and non-Citadel figures that do not come with a base. The cardboard is 2mm thick, with a textured black surface on one side, which is perfect if you need to put some form of modelling clay down before you stick on the figures. The cardboard is two feet wide and almost two feet long. (Actually, the cardboard is old Russian Campaign mapboards!) **$3.50**

MILLIPUT

We now have a new source of Milliput - which means that each stick is fresh and soft. Milliput is a versatile putty which adheres to and will seal or bond metals, wood, plastic, glass, brick or cement; it can be sculpted and when it goes rock hard in two to three hours, it can be turned, sawn, drilled, tapped, filed, sandpapered, or painted; it can be used for mould making and can be cast.

Milliput Standard	**$8.95**
Milliput Super Fine	**$15.95**

FIGURE CASES

CHX2850	**80 Compartments (1 Pre-Cut foam insert)** Various compartment sizes, for large figures.	**$54.95**
CHX2851	**56 Compartments (1 Pre-Cut foam insert)** Various compartment sizes, for large figures.	**$54.95**
CHX2852	**40 Compartments (1 Pre-Cut foam insert)** Various compartment sizes, for large figures.	**$54.95**
CIT990917	CITADEL FIGURE CASE DOUBLED SIDED	$54.00

CITADEL ACCESSORIES

CIT970926	BARBED WIRE	$19.00
CIT839155	LIQUID POLY CEMENT	$5.95
CIT972630	STATIC GRASS GREEN MODELLING FLOCK	$7.50
CIT990948	GRASS GREEN MODELLING FLOCK	$7.50
CIT990931	MODELLING SAND Fine sand a light buff color - good stuff	$7.50
CIT990924	MODELLING GRAVEL Course ocre/brown color pebbles. Great for small rocks.	$7.50
CIT987542	METAL CLIPPERS Sharp, powerful clippers, perfect for white metal figs.	$12.00
CIT987535	CITADEL FINE FILES (2)	$9.00
CIT999003	PIN VICE AND DRILLS	$14.50
CIT420350	TAPE MEASURE	$12.50
CIT420360	MODELLING KNIFE	$9.00

CITADEL PLASTIC BASES

CIT991112	20MM SMALL FANTASY BASES	$5.50
CIT991167	25MM LARGE FANTASY BASES	$5.50
CIT991143	40MM MONSTER BASES	$5.50
CIT142487	50MM NEW FANTASY MONSTER BASES (4)	$4.75
CIT991150	CAVALRY BASES	$5.50
CIT991136	FLYING BASES	$4.50
CIT841974	EPIC BASES	$4.75
CIT991129	WARHAMMER 40K ROUND BASES	$4.50

CITADEL DICE

CIT991051 WARHAMMER ARTILLERY DICE $5.40

CITADEL PAINTING GUIDES

GAM971831 CITADEL MINIATURES 2000 ANNUAL $18.00

GAM985753 Collecting & Painting Wargames Armies
56 page full color book by Games Workshop on collecting Warhammer Fantasy or Warhammer 40,000 armies, including a section on how to paint and base them. **$31.50**

CITADEL PAINT

PAINTS

CIT977628	WARHAMMER 40,000 PAINT SET	$31.50
CIT977727	WARHAMMER FANTASY PAINT SET	$31.50
CIT47292	SCAB RED	$3.15
CIT47293	RED GORE	$3.15
CIT47294	BLOOD RED	$3.15
CIT47295	BLAZING ORANGE	$3.15
CIT47296	FIERY ORANGE	$3.15
CIT47297	GOLDEN YELLOW	$3.15
CIT47298	SUNBURST YELLOW	$3.15
CIT47299	BADMOON YELLOW	$3.15
CIT47300	SCORCHED BROWN	$3.15
CIT47301	BESTIAL BROWN	$3.15
CIT47302	SNAKEBITE LEATHER	$3.15
CIT47303	BUBONIC BROWN	$3.15
CIT47304	VOMIT BROWN	$3.15
CIT47305	BLEACHED BONE	$3.15
CIT47306	DARK FLESH	$3.15
CIT47307	VERMIN FUR	$3.15
CIT47308	LEPROUS BROWN	$3.15
CIT47309	DWARF FLESH	$3.15
CIT47310	BRONZED FLESH	$3.15
CIT47311	ELF FLESH	$3.15
CIT47312	PALLID FLESH	$3.15
CIT47313	NAUSEATING BLUE	$3.15
CIT47314	IMPERIAL PURPLE	$3.15
CIT47315	LICHE PURPLE	$3.15
CIT47316	WARLOCK PURPLE	$3.15
CIT47317	TENTACLE PINK	$3.15
CIT47318	MIDNIGHT BLUE	$3.15
CIT47319	STORM BLUE	$3.15
CIT47320	REGAL BLUE	$3.15
CIT47321	ULTRAMARINES BLUE	$3.15
CIT47322	ENCHANTED BLUE	$3.15
CIT47323	LIGHTNING BLUE	$3.15
CIT47324	ICE BLUE	$3.15
CIT47325	HAWK TURQUOISE	$3.15
CIT47326	DARK ANGELS GREEN	$3.15
CIT47327	SNOT GREEN	$3.15
CIT47328	SCORPION GREEN	$3.15
CIT47329	BILLIOUS GREEN	$3.15
CIT47330	GOBLIN GREEN	$3.15
CIT47331	ROTTING FLESH	$3.15
CIT47332	CAMO GREEN	$3.15
CIT47333	SCALY GREEN	$3.15
CIT47334	JADE GREEN	$3.15
CIT47335	VILE GREEN	$3.15
CIT47336	SHADOW GREY	$3.15
CIT47337	SPACE WOLVES GREY	$3.15
CIT47338	GHOSTLY GREY	$3.15
CIT47339	CHAOS BLACK	$3.15
CIT47340	CODEX GREY	$3.15
CIT47341	FORTRESS GREY	$3.15
CIT47342	SKULL WHITE	$3.15
CIT47366	SMELLY PRIMER	$3.15

METALLICS

CIT47343	MITHRIL SILVER	$4.50
CIT47344	CHAINMAIL	$4.50
CIT47345	BOLTGUN METAL	$4.50
CIT47346	TIN BITZ	$4.50
CIT47347	BEATEN COPPER	$4.50
CIT47348	DWARF BRONZE	$4.50
CIT47349	BRAZEN BRASS	$4.50
CIT47350	BURNISHED GOLD	$4.50
CIT47351	SHINING GOLD	$4.50

WASHES AND GLAZES

CIT47352	RED INK	$3.15
CIT47353	MAGENTA INK	$3.15
CIT47354	ORANGE INK	$3.15
CIT47355	YELLOW INK	$3.15
CIT47356	BROWN INK	$3.15
CIT47357	CHESTNUT INK	$3.15
CIT47358	PURPLE INK	$3.15
CIT47359	BLUE INK	$3.15
CIT47360	SKY BLUE INK	$3.15
CIT47361	GREEN INK	$3.15
CIT47362	DARK GREEN INK	$3.15
CIT47363	BLACK INK	$3.15
CIT47364	FLESH WASH	$3.15
CIT47365	VARNISH	$3.15

CITADEL PAINT BRUSHES

CIT838806	FINE DETAIL BRUSH	$6.75
CIT83881	SMALL DRYBRUSH	$7.50
CIT83882	STANDARD BRUSH	$5.95
CIT838813	DETAIL BRUSH	$7.00
CIT83885	LARGE DRYBRUSH	$7.50
CIT83886	BASECOAT BRUSH	$5.95
CIT838875	PAINT BRUSH SET	$18.00
CIT83888	LARGE BRUSH	$7.50

CITADEL SPRAY PAINTS

CIT0093	CLEAR VARNISH SPRAY	$15.50
CIT967544	DARK ANGEL GREEN SPRAY	$12.00
CIT967551	BLEACHED BONE SPRAY	$12.00
CIT972326	CHAOS BLACK SPRAY	$15.00
CIT972333	SKULL WHITE SPRAY	$15.00
CIT978359	BESTIAL BROWN PRIMER	$11.50
CIT978366	BUBONIC BROWN PRIMER	$11.50
CIT985791	GOBLIN GREEN PRIMER	$10.95
CIT985807	BOLTGUN METAL PRIMER	$10.95

Note: Spray cans cannot be sent to you via the mail, nor via Ansett. They can only be sent via door-to-door courier, so if you want to order any cans of spray paint, you must give us a daytime address that our courier company can deliver to.

Ral Partha

ACCESSORIES

RAL77726	SPRAY CLEAR MATTE SEALER	$9.00
RAL77729	SPONGE APPLICATOR BRUSHES	$2.50
RAL77753	DRACONIS COMBINE COLORS (6)	$20.00
RAL77754	CLAN GHOST BEAR COLORS (6)	$20.00

INDIVIDUAL POTS 25ml

RAL77701	GOLD METALLIC	$3.15
RAL77702	SILVER METALLIC	$3.15
RAL77703	BRONZE METALLIC	$3.15
RAL77704	STEEL	$3.15
RAL77705	FLESH	$3.15
RAL77706	WHITE	$3.15
RAL77707	GREY	$3.15
RAL77708	BLACK	$3.15
RAL77709	SHAMROCK GREEN	$3.15
RAL77710	FOREST GREEN	$3.15
RAL77711	DUN	$3.15
RAL77712	LEATHER	$3.15
RAL77713	RED BROWN	$3.15
RAL77714	DARK BROWN	$3.15
RAL77715	IVORY	$3.15
RAL77716	YELLOW	$3.15
RAL77717	ORANGE	$3.15
RAL77718	RED	$3.15
RAL77719	SKY BLUE	$3.15
RAL77720	TRUE BLUE	$3.15
RAL77721	DARK BLUE	$3.15
RAL77722	COPPER METALLIC	$3.15
RAL77723	PURPLE	$3.15

RAL77501	PLATINUM	$3.15
RAL77502	AGED METAL	$3.15
RAL77503	COLD WHITE	$3.15
RAL77504	BONE WHITE	$3.15
RAL77505	WILL-O-WISP	$3.15
RAL77506	SHALE	$3.15
RAL77507	MIDNIGHT BLACK	$3.15
RAL77508	FUR BROWN	$3.15
RAL77509	SADDLE BAG	$3.15
RAL77510	TAUREN BROWN	$3.15
RAL77511	TAN SKIN	$3.15
RAL77512	NOBLE FLESH	$3.15
RAL77513	BURGUNDY	$3.15
RAL77514	DRAGON RED	$3.15
RAL77515	DEMONS BLOOD	$3.15
RAL77516	ROBE RED	$3.15
RAL77517	TONGUE PURPLE	$3.15
RAL77518	NIGHTMARE	$3.15
RAL77519	MYSTICAL BLUE	$3.15
RAL77520	DRAGON BLUE	$3.15
RAL77521	WOOD ELF GREEN	$3.15
RAL77522	HUNTER GREEN	$3.15
RAL77523	MOSS GREEN	$3.15
RAL77524	LANTERN LIGHT	$3.15

The All New Ral Partha Paint Range

RAL77801	MEDIUM GREY	$3.15
RAL77802	DARK GREY	$3.15
RAL77803	SLATE	$3.15
RAL77804	OLIVE	$3.15
RAL77805	TAN	$3.15
RAL77806	CAUCASIAN SKIN TONE	$3.15
RAL77807	SUNTAN SKIN TONE	$3.15
RAL77808	AMERICAN INDIAN SKIN TONE	$3.15
RAL77809	ASIAN SKIN TONE	$3.15
RAL77810	EAST INDIAN SKIN TONE	$3.15
RAL77811	AFRICAN SKIN TONE	$3.15
RAL77812	DUNKEL BROWN	$3.15
RAL77813	PINK	$3.15
RAL77814	BLOOD RED	$3.15
RAL77815	VIOLET	$3.15
RAL77816	PLUM	$3.15
RAL77817	LIGHT BLUE	$3.15
RAL77818	FLOURESCENT BLUE	$5.00
RAL77819	FLOURESCENT GREEN	$5.00
RAL77820	FLOURESCENT YELLOW	$5.00
RAL77821	FLOURESCENT RED	$5.00
RAL77822	FLOURESCENT MAGENTA	$5.00
RAL77823	CLEAR BRUSH ON SEALER	$3.15
RAL77824	BLACK BRUSH ON PRIMER	$3.15

Geo-Hex Paint

Geo-Hex Howard Hues Premium Acrylic Paints
Thick, water reducible acrylic paints in an outstanding range of colors, in short, wide jars that resist spilling.

GEOHHUES4141	Geo-Hex Green (same color as their scenery) 4 oz.	$10.00
GEOHHUES4142	Geo-Hex Desert (same color as their scenery) 4 oz	$10.00

Equine Hues (ie, Horse Colors)

GEOHHUES29	Equine Chestnut 1 oz	$3.50
GEOHHUES30	Equine Bay 1 oz	$3.50
GEOHHUES36	Equine Brown 1 oz	$3.50
GEOHHUES45	Equine Roan 1 oz	$3.50
GEOHHUES46	Equine White 1 oz	$3.50
GEOHHUES73	Equine Black 1 oz	$3.50
GEOHHUES74	Equine Grey 1 oz	$3.50
GEOHHUES75	Equine Dun 1 oz	$3.50

Paint Brushes

We've managed to pick up a great range of cheap, beautiful paint brushes, by Francheville. There are two types, pure sable, and the others are high quality white taklon that wash and keep very well. All brushes are a dream to use. I thoroughly recommend getting one of each size, as this will ensure you have a brush for every model job required.

Taklon Paint Brushes

FRA200/10/0	SIZE 10/0 TAKLON PAINT BRUSH	$2.70
FRA200/5/0	SIZE 5/0 TAKLON PAINT BRUSH	$2.70
FRA200/3/0	SIZE 3/0 TAKLON PAINT BRUSH	$2.70
FRA200/2/0	SIZE 2/0 TAKLON PAINT BRUSH	$2.80
FRA200/0	SIZE 0 TAKLON PAINT BRUSH	$2.85
FRA200/001	SIZE 1 TAKLON PAINT BRUSH	$2.95
FRA200/002	SIZE 2 TAKLON PAINT BRUSH	$3.15
FRA200/003	SIZE 3 TAKLON PAINT BRUSH	$3.45
FRA200/004	SIZE 4 TAKLON PAINT BRUSH	$3.75
FRA200/005	SIZE 5 TAKLON PAINT BRUSH	$3.90
FRA200/006	SIZE 6 TAKLON PAINT BRUSH	$4.50
FRA200/008	SIZE 8 TAKLON PAINT BRUSH	$5.70
FRA200/010	SIZE 10 TAKLON PAINT BRUSH	$7.00
FRA200/012	SIZE 12 TAKLON PAINT BRUSH	$8.00

Sable Paint Brushes

FRA424/20/0	SIZE 20/0 SABLE BRUSH	$3.35
FRA424/10/0	SIZE 10/0 SABLE PAINT BRUSH	$3.50
FRA424/3/0	SIZE 3/0 SABLE PAINT BRUSH	$3.50
FRA424/2/0	SIZE 2/0 SABLE PAINT BRUSH	$3.60
FRA424/0	SIZE 0 SABLE PAINT BRUSH	$3.75
FRA424/001	SIZE 1 SABLE PAINT BRUSH	$4.00
FRA424/002	SIZE 2 SABLE PAINT BRUSH	$4.50
FRA424/003	SIZE 3 SABLE PAINT BRUSH	$5.50
FRA424/004	SIZE 4 SABLE PAINT BRUSH	$7.65
FRA424/005	SIZE 5 SABLE PAINT BRUSH	$9.00
FRA424/006	SIZE 6 SABLE PAINT BRUSH	$11.00
FRA424/007	SIZE 7 SABLE PAINT BRUSH	$17.95
FRA424/008	SIZE 8 SABLE PAINT BRUSH	$23.95

Black Wash

One of my secrets to a great paint job. I use Ral Partha acrylic paints to give a basic paint job to all of my 15mm ancient, medieval and even 25mm Warhammer 40,000 figures - without using any shading. Leave the figures at least 6 hours to dry. Then I mix about 1 part Revell Matt Black Enamel to about 20 to 25 parts Revell Matt Varnish Enamel, and then paint the figures thickly with this black wash. The black washes into all the creases and lines to give a beautiful job that looks like I've spent hours painting the figures. For 15mm figures, this black wash completes them. For Warhammer 40,000 figures I then highlight all raised surfaces with lighter colors than I used with the basic paint job.

REVELL2	**MATT VARNISH ENAMEL 14ml**	**$1.95**
REVELL8	**MATT BLACK ENAMEL 14ml**	**$1.95**

Glues

CIT006014	PVA Glue	$6.00
CIT83910	Citadel Super Glue 5 gram	$9.50
FLASH	**Cyanoacrylate Medium Grade Super Glue 14 gram**	**$7.00**
FLASH	**Cyanoacrylate Medium Grade Super Glue 29 gram**	**$9.50**
QGB62	Quick Grab (0.62 Fl Oz) 18ml	$7.00
QGB15	Quick Grab (1.5 Fl Oz) 44ml	$14.00
QGB28	Quick Grab (2.8 Fl Oz) 82ml	$26.00

Please note: Games Workshop, Citadel, Armageddon, Blood Bowl, Chivalry, Dark Angels, Deathwing, Eldar, Eldar Attack, 'Eavy Metal, Eldar, Epic, Genestealer, Slottabase, Space Fleet, Space Marine, Tyranid, Slottabase, Talisman, Warhammer, White Dwarf are all registered trademarks of Games Workshop Ltd.
Adeptus Arbitex, Aspect Warrior, Attila, Avatar, Bad Moon, Baneblade, Big Boss, Bloodaxe, Bloodletter, Bloodthirsters, Blood Angels, Cadian, Catachan, Codex, Carnifex, Chaos Spawn, Combat Cards, Daemonette, Dark Reaper, Deathskull, Deathwing, Dire Avenger, Dragon Ogre, Dungeonquest, 'Ere We Go, Evil Sunz, Exarch, Exo Armor, Eye of Terror, Farseer, Fire Dragon, Flesh Hound, Freebooterz, Gargant, Gobbo, Goff, Great Unclean One, Gretchin, Grey Knight, Howling Banshee, Hunter Slayer, Imperial Guard, Keeper of Secrets, Kerrunch, Khorne, Knights Panther, Lichemaster, Lightning Claw, Kombi Weapons, Lemun Russ, Lord of Change, Madboy, Man O' War, Mekboy, Marneus Calgar, Mekaniak, Mighty Warriors, Mordian, Necromunda, Night Goblin, Nurgle, Nurgling, Ogryn, Old World, Ork, Painboy, Plaguebearer, Plague Fleet, Psyker, Ratling, Ravenwing, Realm of Chaos, Rough Riders, Runtherd, Sanguinius, Sea of Blood, Servitor, Shadow Sword, Skaven, Slaanesh, Slann, Snakebite, Snotling, Space Wolves, Space Fleet, Space Hulk, Squat, Squig, Storm Hammer, Swooping Hawk, Striking Scorpion, Tallarn, Terminator, Thunder Hammer, Titans, Tzeentch, Ultramarines, Waaargh the Orks, Warphead, Weirdboy, Knights of the White Wolf, Worldeater and White Dwarf are all trademarks of Games Workshop Ltd.